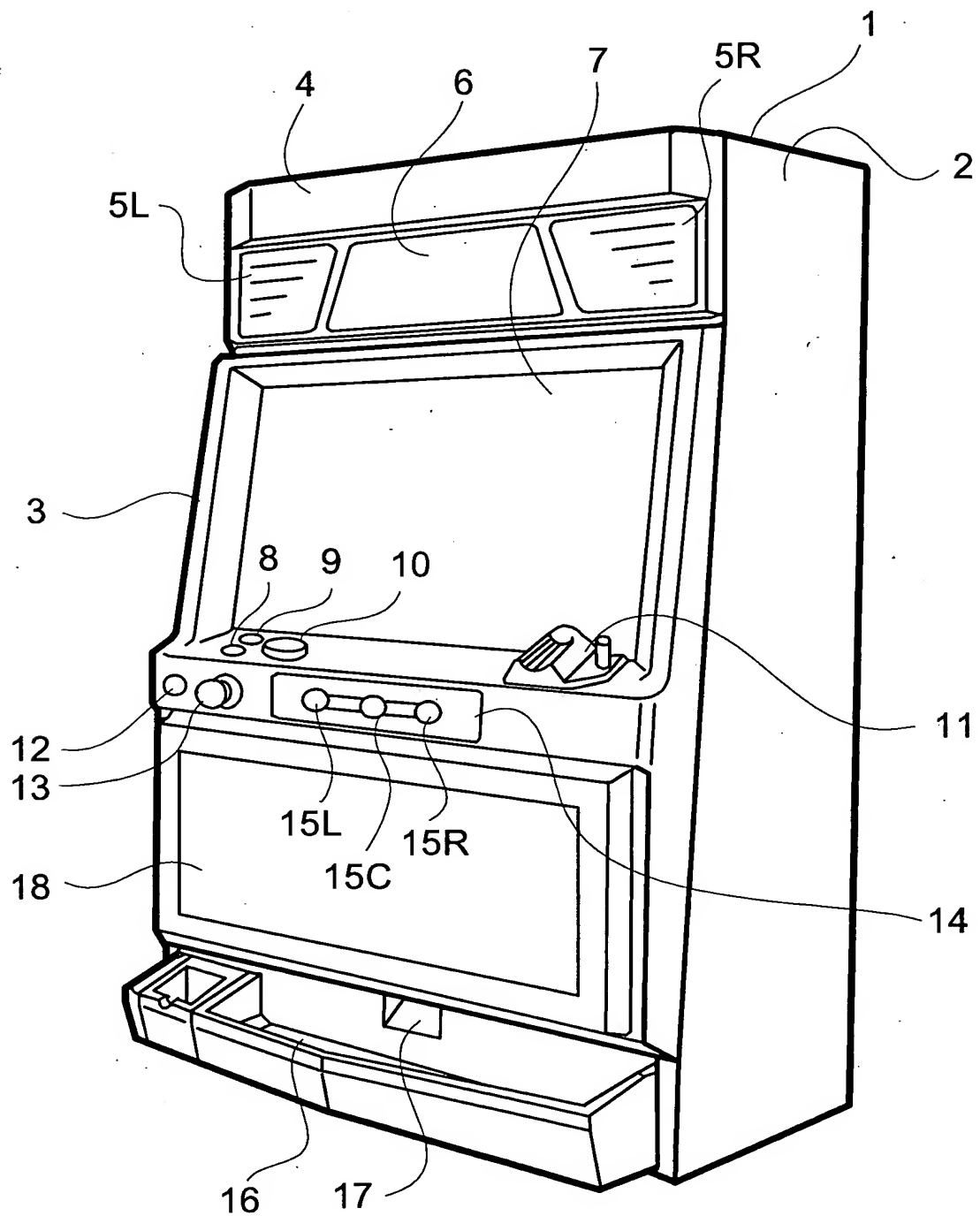


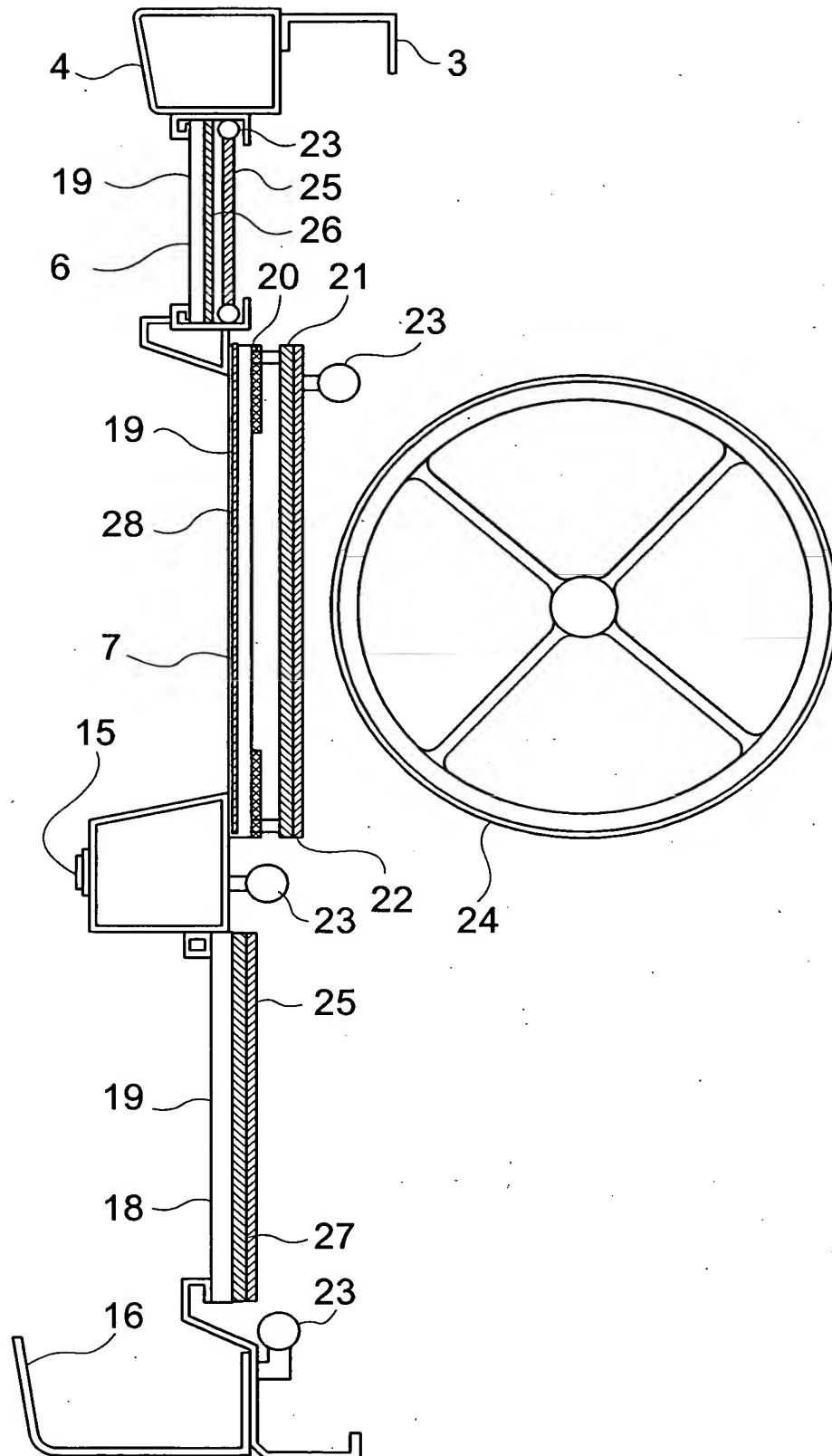
1 / 44

Fig. 1



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Fig. 2



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Fig. 3

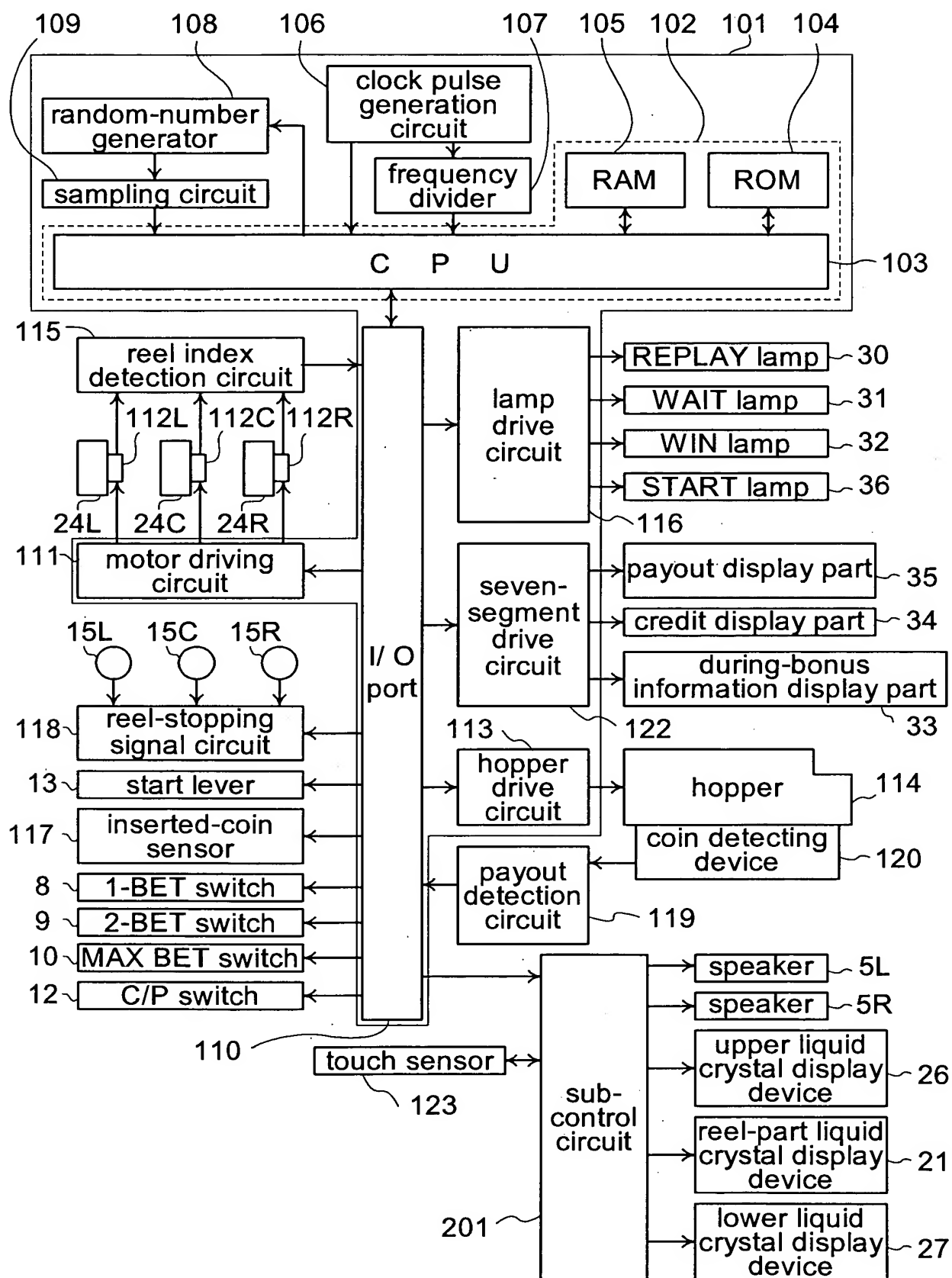


Fig. 4

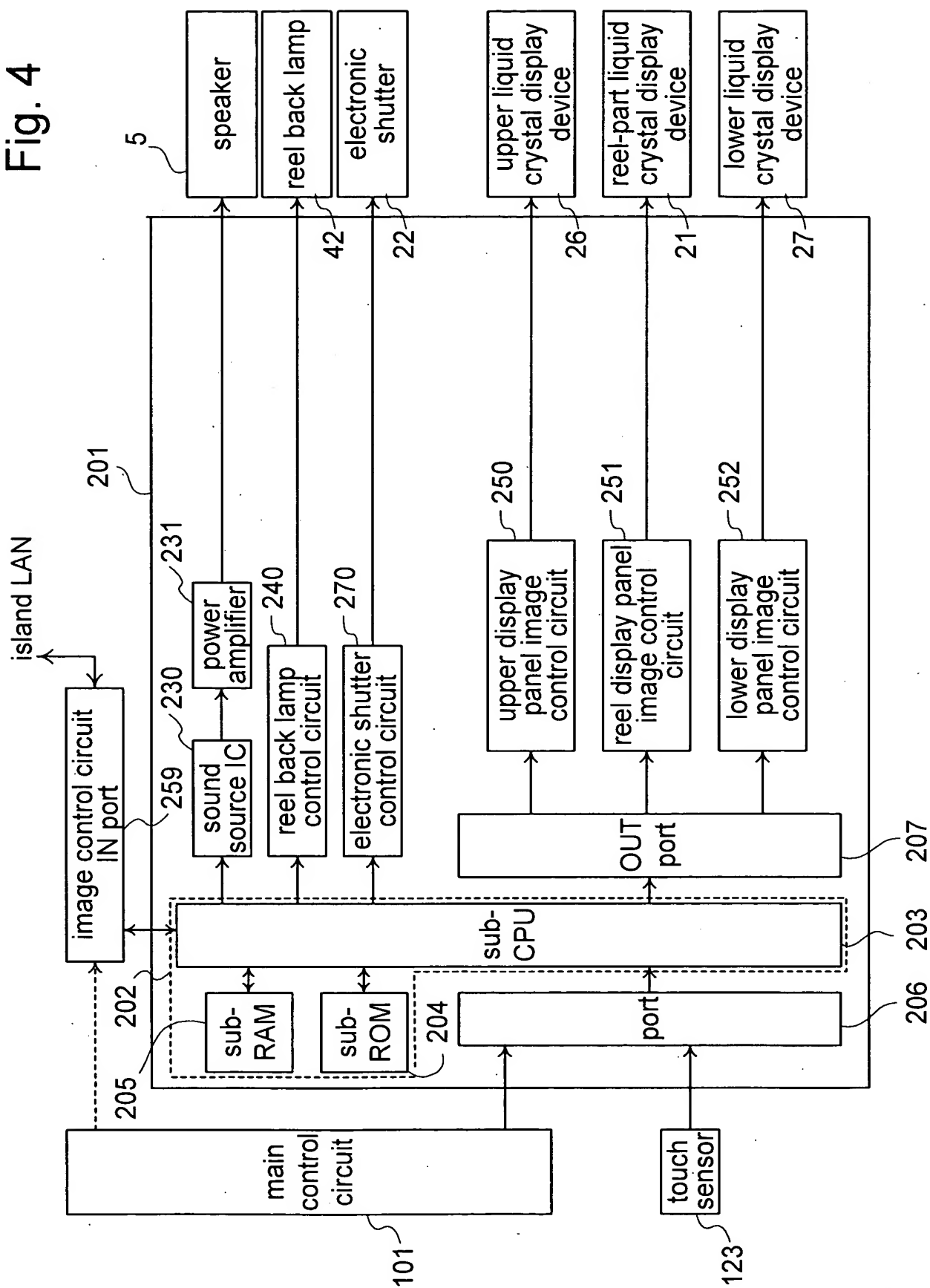
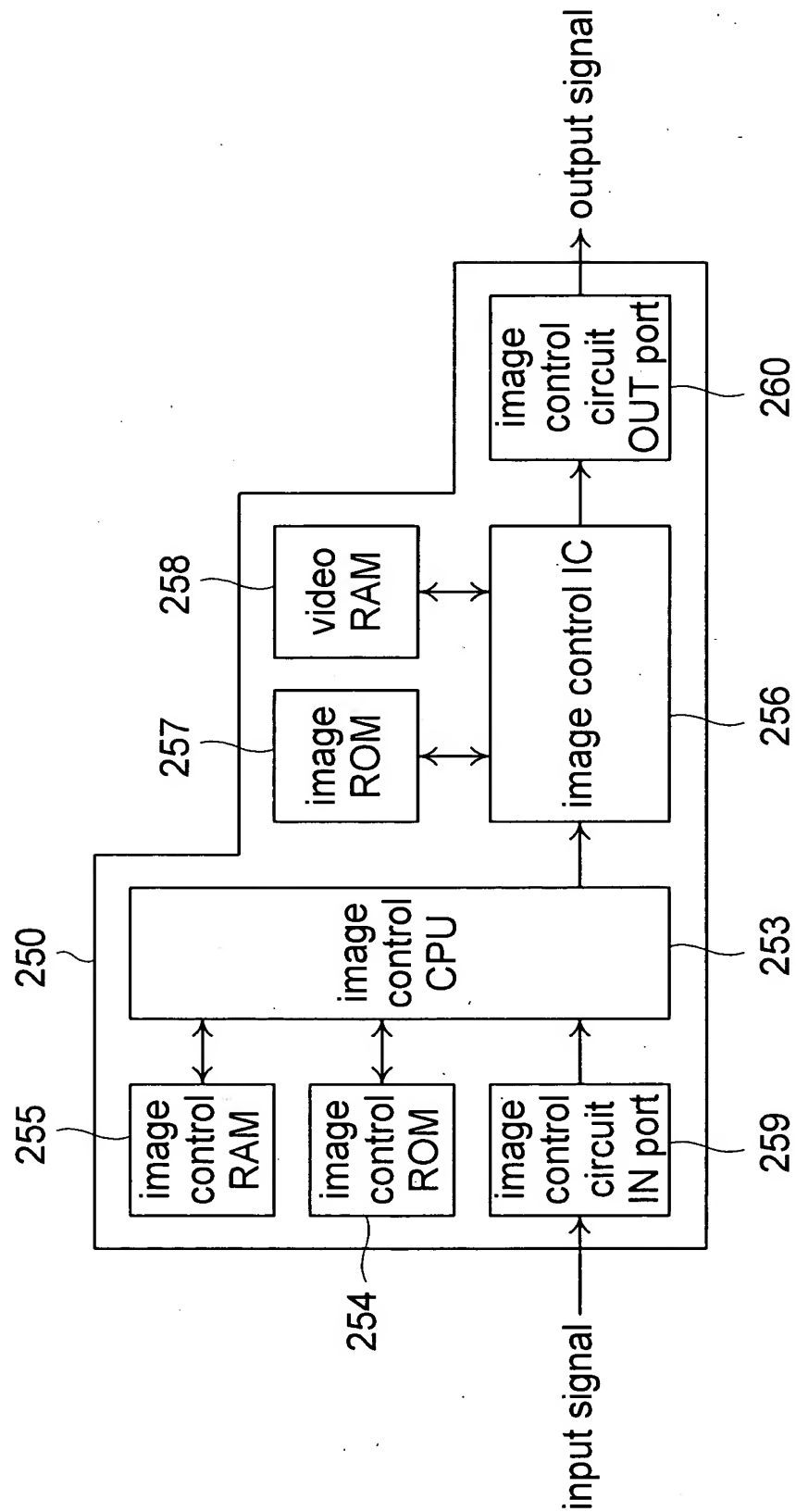


Fig. 5



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Fig. 6

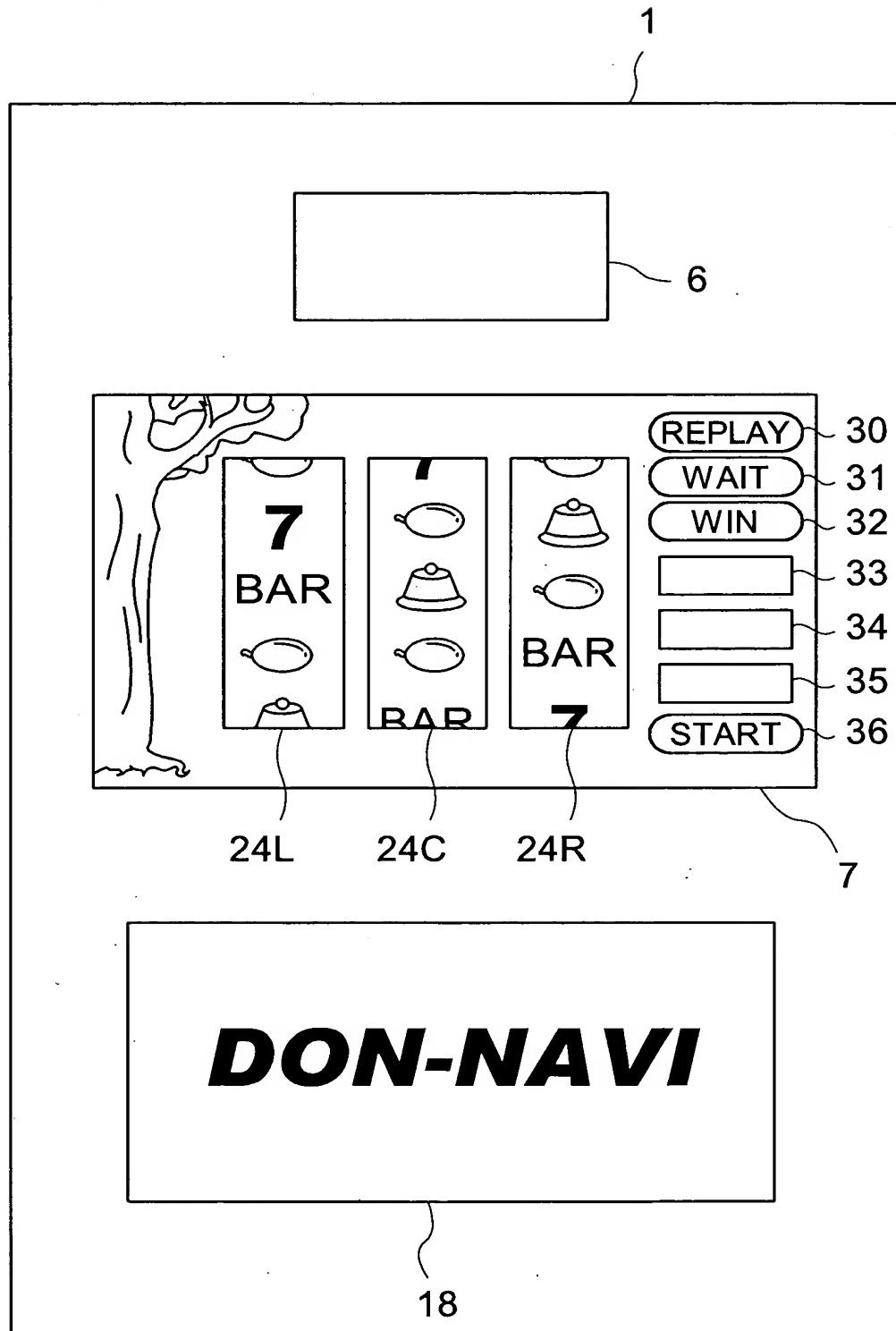


Fig. 7A

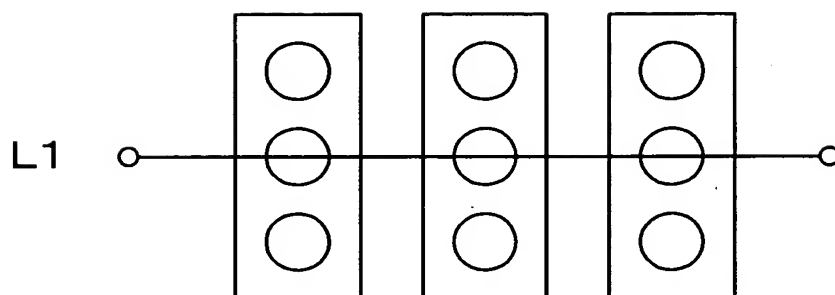


Fig. 7B

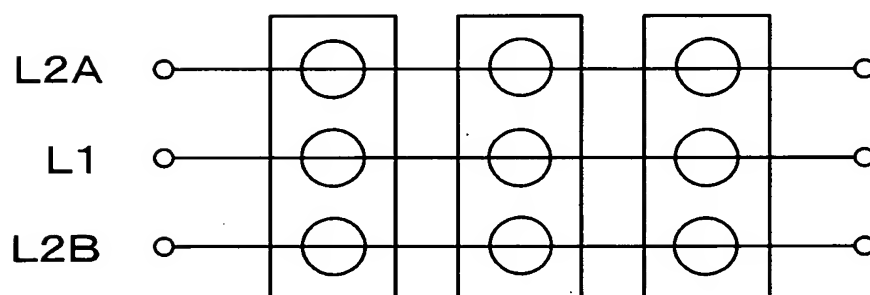


Fig. 7C

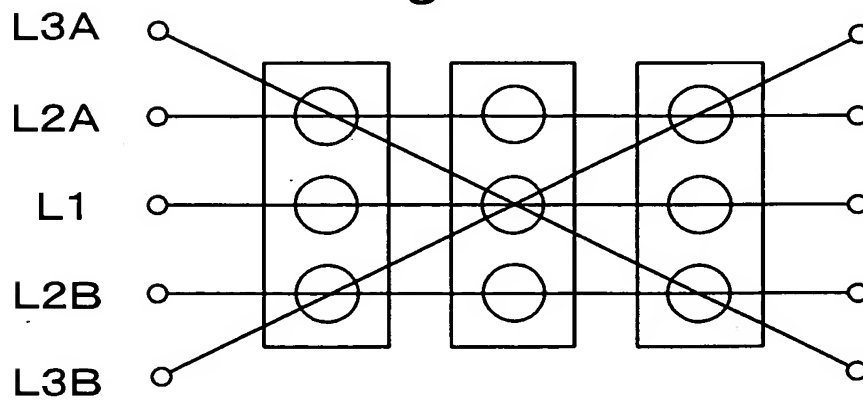
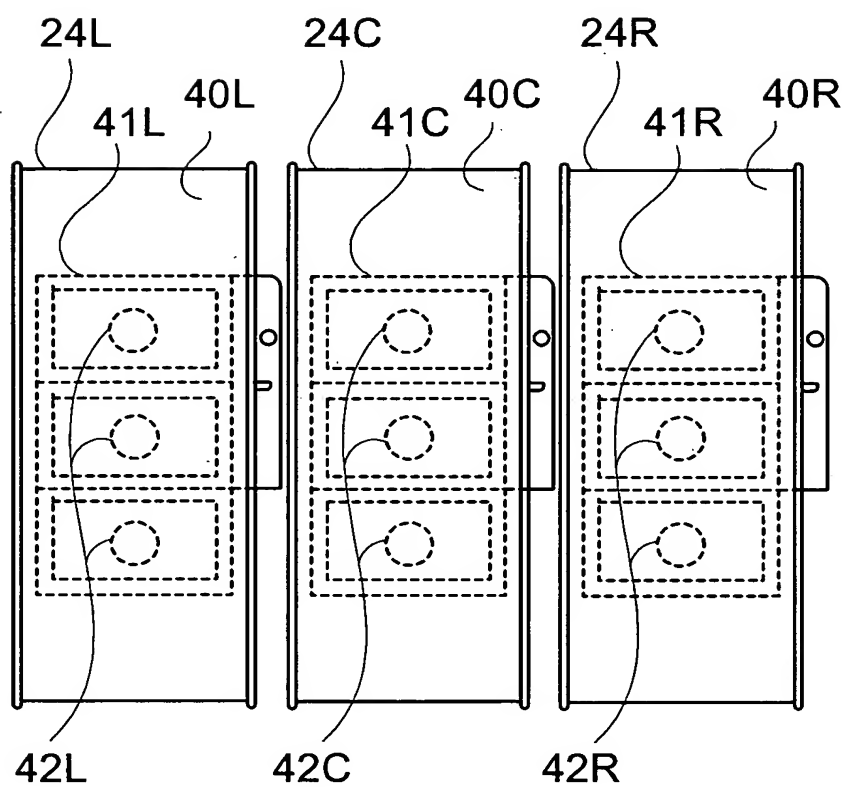


Fig. 8





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Fig. 9A

left reel

21	red 7
20	cherry
19	bell
18	replay
17	red 7
16	BAR
15	replay
14	bell
13	sword 7
12	cherry
11	bell
10	replay
9	BAR
8	sword 7
7	bell
6	replay
5	sword 7
4	watermelon
3	bell
2	replay
1	sword 7

40L'

Fig. 9B

center reel

21	red 7
20	replay
19	watermelon
18	sword 7
17	bell
16	sword 7
15	replay
14	cherry
13	bell
12	sword 7
11	replay
10	watermelon
9	BAR
8	bell
7	red 7
6	replay
5	bell
4	replay
3	BAR
2	sword 7
1	bell

40C'

Fig. 9C

right reel

21	cherry
20	bell
19	replay
18	sword 7
17	watermelon
16	bell
15	replay
14	sword 7
13	BAR
12	bell
11	replay
10	sword 7
9	watermelon
8	replay
7	bell
6	replay
5	BAR
4	red 7
3	bell
2	replay
1	sword 7

40R'

Fig. 10

symbol combination	during general game (bonus-internal- winning lasting)	general game of BB lasting	JAC (combinations) game
red 7-red 7-red 7	15 coins + BB		
BAR – BAR – BAR	15 coins + RB		
sword 7-sword 7- sword 7	15 coins + SB		
watermelon- watermelon- watermelon	3 coins	15 coins	
bell-bell-bell	6 coins	7 coins	
cherry-ANY-ANY	1 coin	1 coin	
replay-replay- replay	replay	1 coin + RB	15 coins

Fig. 11

table No.	left center right	left right center	center left right	center right left	right left center	right center left
1	○	x	x	x	x	x
2	x	○	x	x	x	x
3	x	x	○	x	x	x
4	x	x	x	○	x	x
5	x	x	x	x	○	x
6	x	x	x	x	x	○

○ prize won

x prize not won

\* observation push timing not required

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Fig. 12

winning combination	random-number range	winning probability
SB	0~2298	2299/16384
bell	2299~11024	8726/16384
watermelon	11025~11165	141/16384
cherry	11166~11385	220/16384
replay	11386~13630	2245/16384
BB	13631~13668	38/16384
RB	13669~13696	27/16384
blank	13697~16383	2686/16384

random-number range: 0~16383

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Fig. 13

start command		reel stop command		one-game end command	
1	internal-winning combination	1	stop order	1	prize winning kind
2	SB	2	first stop	2	SB
	bell		second stop		bell
	watermelon		third stop		watermelon
	cherry				cherry
	replay				replay
	BB				BB
	RB				RB
	blank				blank
3	game situation	3	stop reel	3	bonus game situation
4	during general game	4	left reel	4	general game 1 in BB lasting
	RB internal winning lasting		center reel		general game 2 in BB lasting
	BB internal winning lasting		right reel		general game 3 in BB lasting
	RB acting				RB game 1
	BB acting				RB game 2
					RB game 3
					RB end
					BB end
5	selection stopping table	5	stop position	parameter change demand command	
6	table No. 1	6	0~21	1	change request
	table No. 2			keyswitch-off command	
	table No. 3			1	keyswitch off
	table No. 4			initialization command	
	table No. 5			1	initialization request
	table No. 6				

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Fig. 14 A

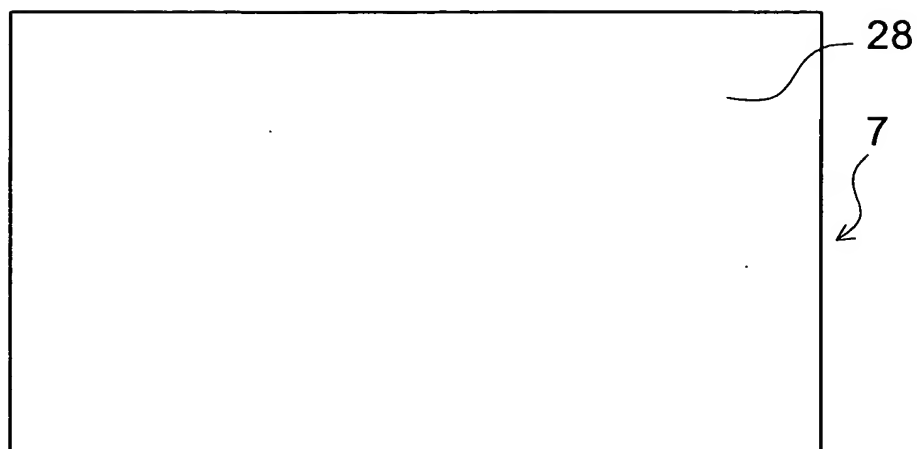


Fig. 14 B

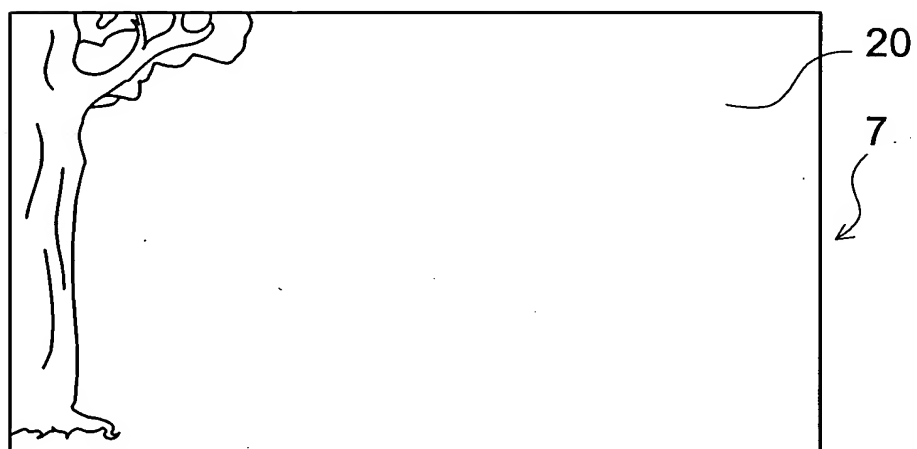


Fig. 14 C

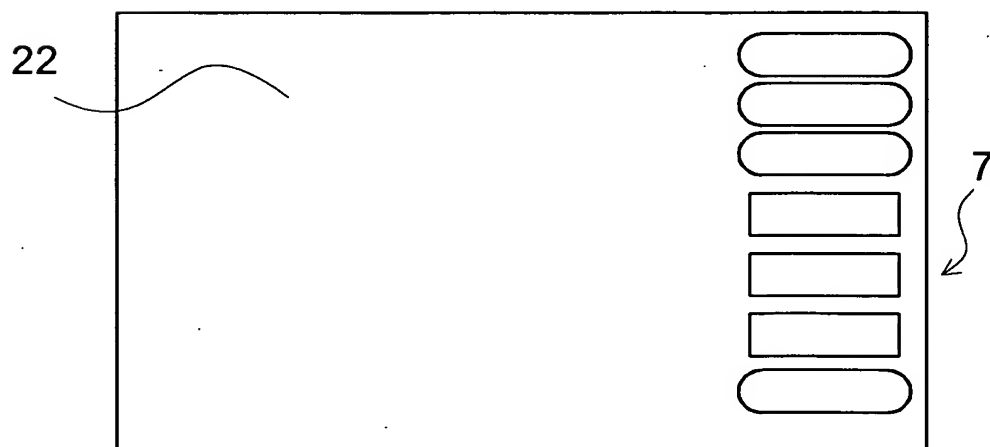
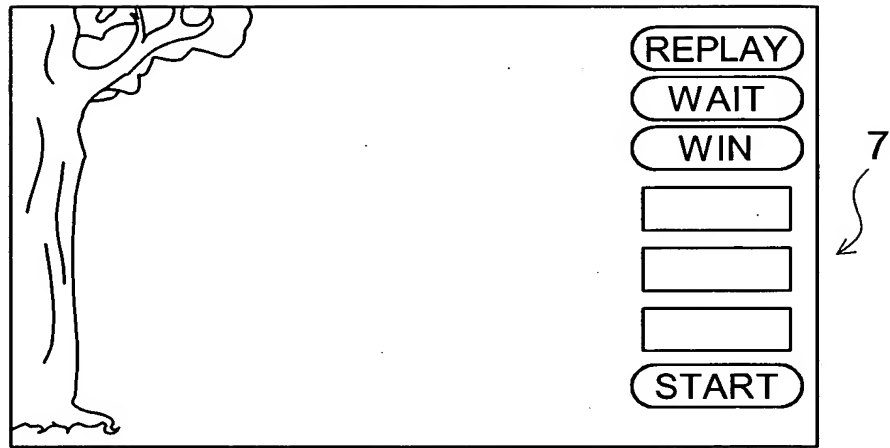


Fig. 15



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Fig. 16 A

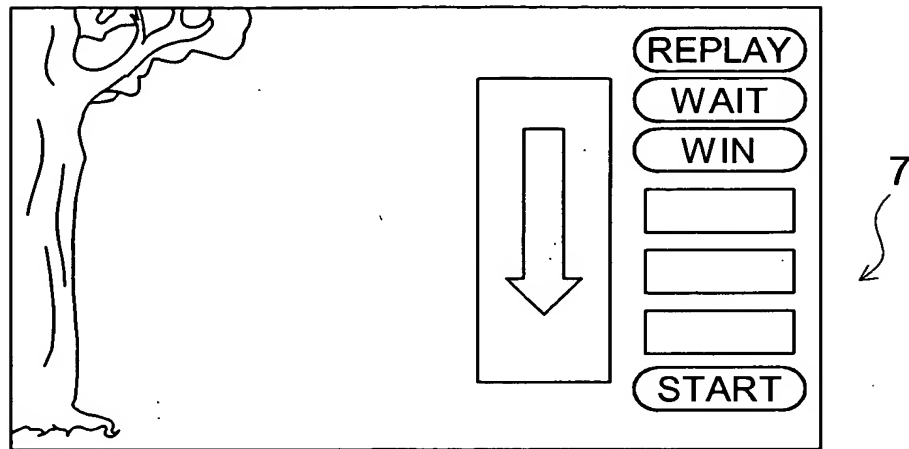


Fig. 16 B

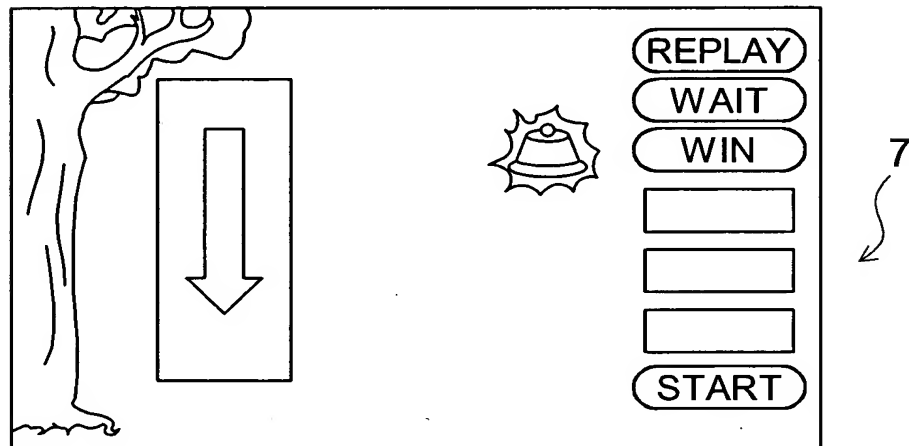
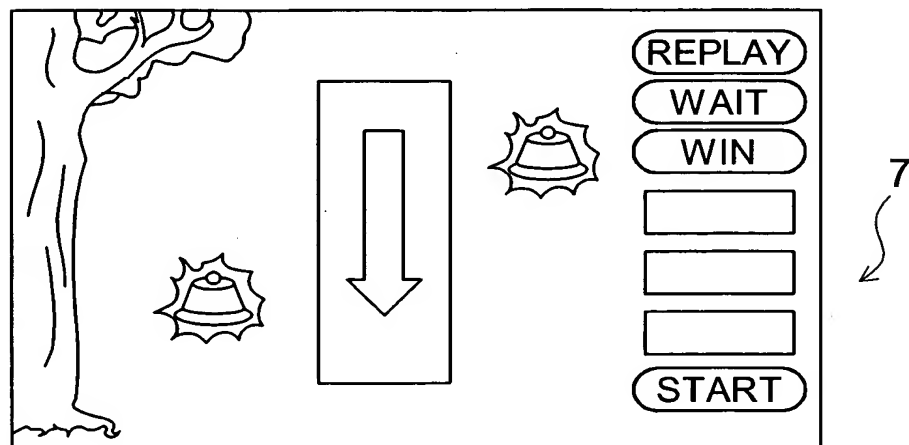


Fig. 16 C





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Fig. 17 A

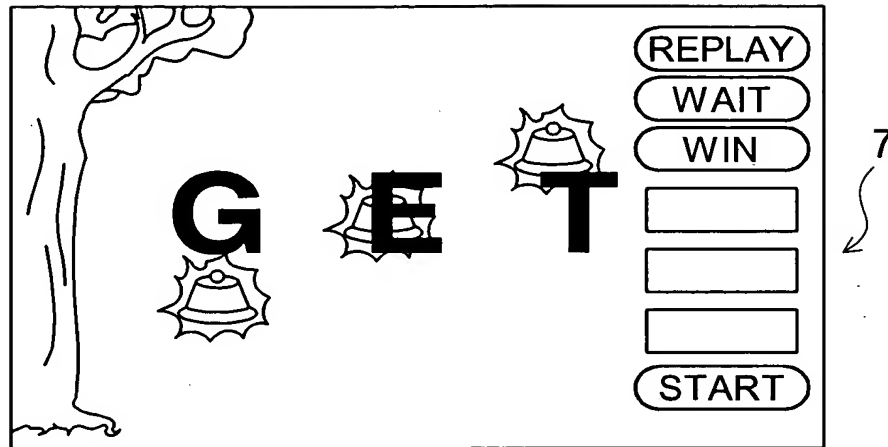


Fig. 17 B

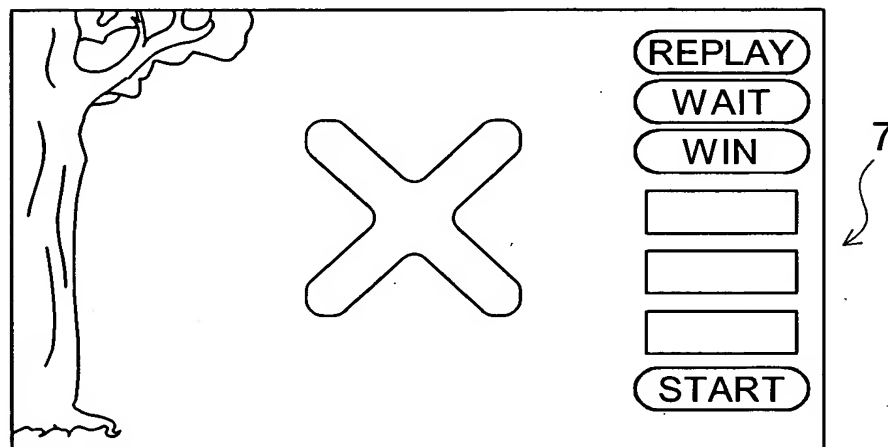
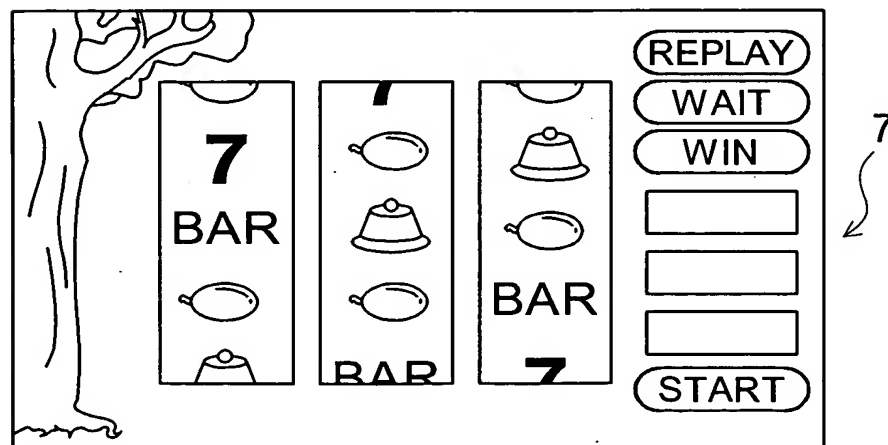


Fig. 17 C



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Fig. 18 A

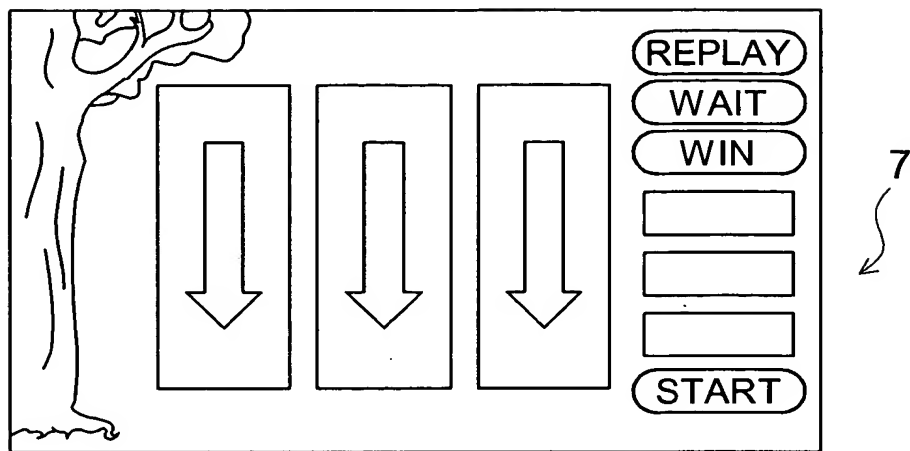


Fig. 18 B

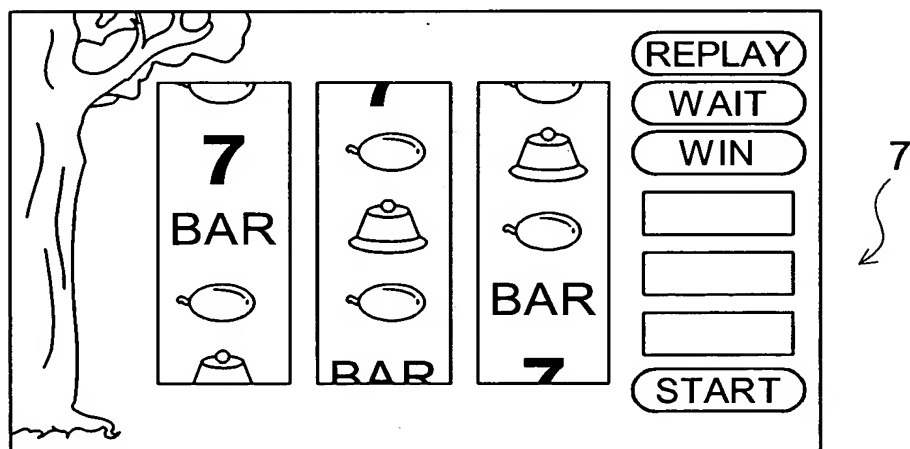
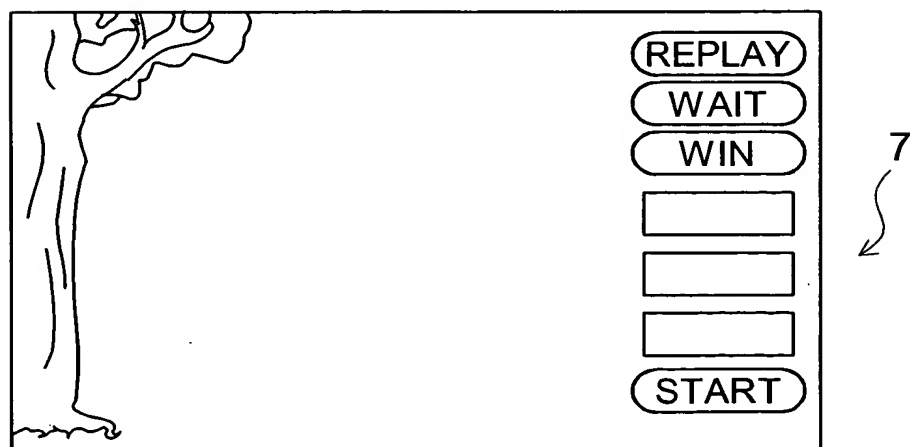


Fig. 18 C



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Fig. 19 A

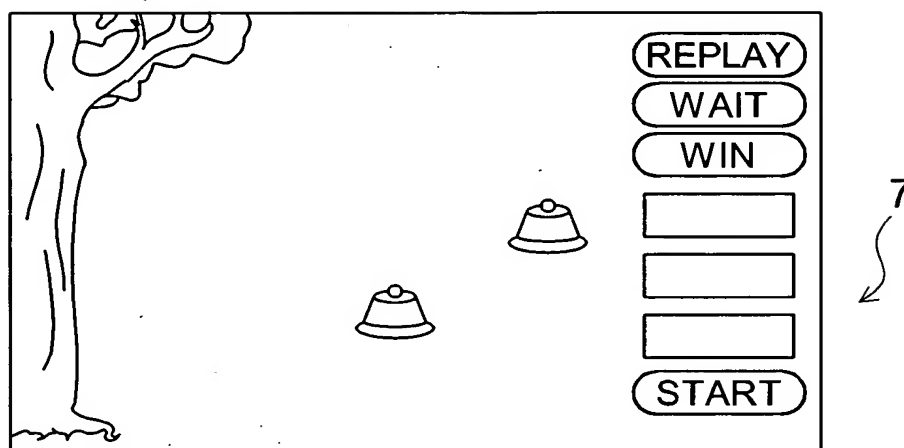


Fig. 19 B

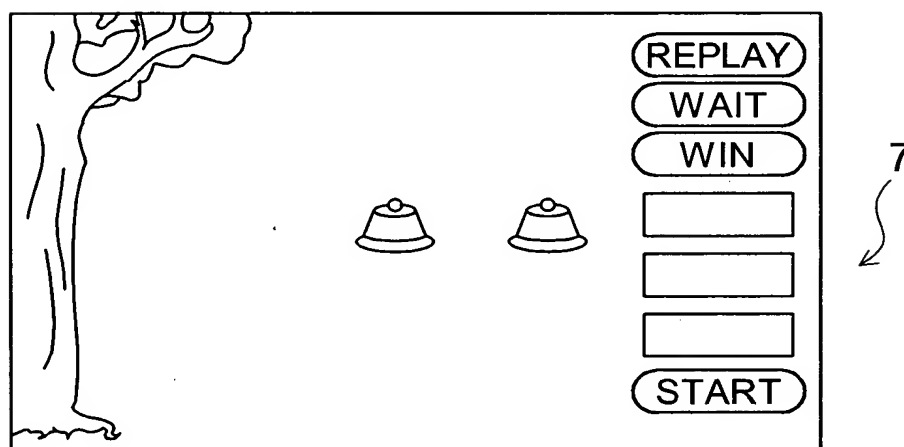


Fig. 20

established flag	BR continuation frequency			
	10 games	50 games	100 games	blank
watermelon	0~10	11~13	14~15	16~127
two cherries	0~6	7~10	—	11~127
blank	0~14	—	15~24	25~127

random-number range: 0~127

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Fig. 21 A

winning kind	prize winning kind			
	BB	RB	watermelon	SB
winning	0~45	0~56	0~20	0~11
blank	46~127	57~127	24~127	12~127

random-number range: 0~127

Fig. 21 B

bell display number	prize winning kind			
	BB	RB	watermelon	SB
all	0~84	0~96	0~20	0~8
appearance number-1	85~121	97~127	21~52	9~21
appearance number-2	122~127	—	53~90	22~38
appearance number-3	—	—	91~116	39~95
appearance number-4	—	—	117~123	96~120
appearance number-5	—	—	124~127	121~127

random-number range: 0~127

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Fig. 22 A

select mode

Mode 1  
(changing of number of media to be  
disbursed and winning probability)

Mode 2  
(changing of ST generation probability)

Mode 3  
(changing of set value)

keyswitch off → end

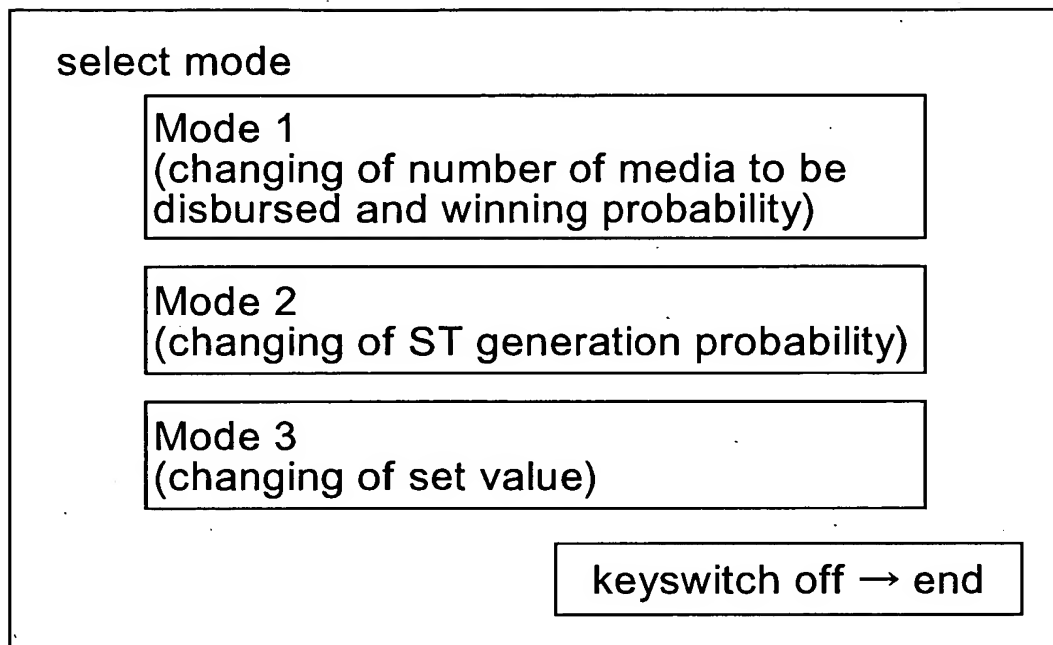


Fig. 22 B

input password

> \* \* \* \* \* ■

A	B	C	D	E	F	G
H	I	J	K	L	M	N
O	P	Q	R	S	T	U
V	W	X	Y	Z	correction	end

return

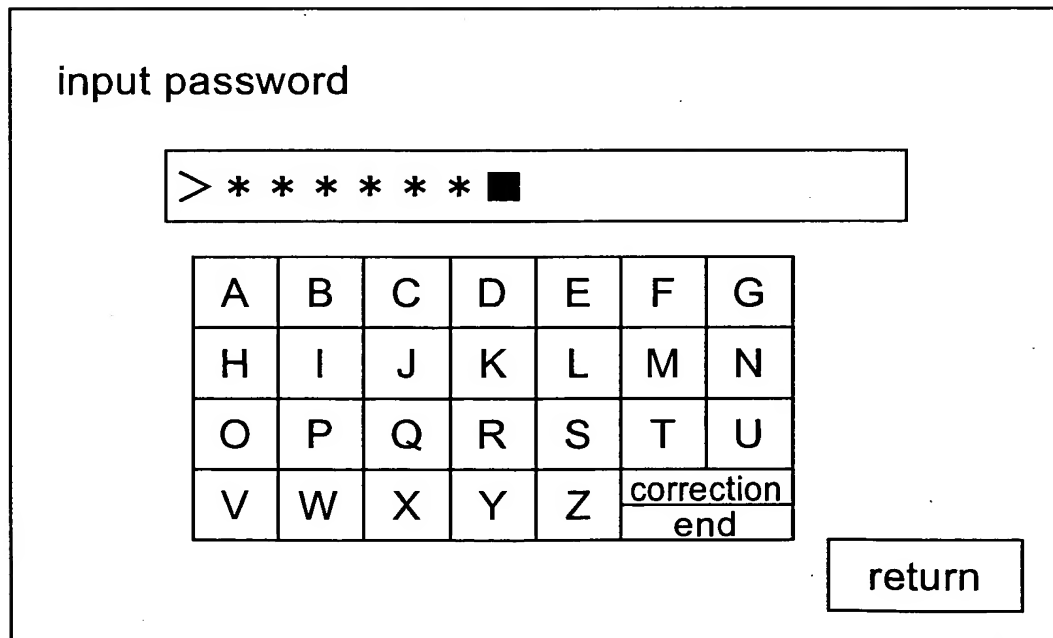


Fig. 23

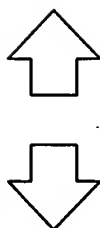


A

prize-winning combination	during general game		general game in BB lasting	
	number of media (coins) to be disbursed	internal-winning probability	payout real index	internal-winning probability
red 7-red 7-red 7	15 coins + BB	38 / 16384	—	—
BAR — BAR — BAR	15 coins + RB	27 / 16384	—	—
sword 7-sword 7-sword 7	15 coins + SB	2299 / 16384	—	—
watermelon-watermelon-watermelon	3 coins	141 / 16384	15 coins	2100 / 16384
bell-bell-bell	6 coins	8726 / 16384	7 coins	7080 / 16384
cherry-ANY-ANY	1 coins	220 / 16384	1 coins	230 / 16384
replay-replay-replay	replay	2245 / 16384	1 coin +(three times)	5400 / 16384
blank		2686 / 16384		1574 / 16384

determination

Fig. 24



B

prize-winning combination	during general game		general game in BB lasting	
	number of media (coins) to be disbursed	internal-winning probability	payout real index	internal-winning probability
red 7-red 7-red 7	15 coins + BB	38 / 16384	—	—
BAR — BAR — BAR	15 coins + RB	27 / 16384	—	—
sword 7-sword 7-sword 7	15 coins + SB	2299 / 16384	—	—
watermelon-watermelon-watermelon	15 coins	356 / 16384	15 coins	2100 / 16384
bell-bell-bell	6 coins	7688 / 16384	7 coins	7080 / 16384
cherry-ANY-ANY	2 coins	892 / 16384	1 coins	230 / 16384
replay-replay-replay	replay	2245 / 16384	1 coin +(three times)	5400 / 16384
blank		2837 / 16384		1574 / 16384

determination



Fig. 25
















C

prize-winning combination	during general game		general game in BB lasting	
	number of media (coins) to be disbursed	internal-winning probability	payout real index	internal-winning probability
red 7-red 7-red 7	15 coins + BB	51 / 16384	—	—
BAR — BAR — BAR	15 coins + RB	38 / 16384	—	—
sword 7-sword 7-sword 7	15 coins + SB	1238 / 16384	—	—
watermelon-watermelon-watermelon	15 coins	152 / 16384	3 coins	3841 / 16384
bell-bell-bell	6 coins	8726 / 16384	3 coins	6046 / 16384
cherry-ANY-ANY	2 coins	220 / 16384	1 coin + RB(two times)	210 / 16384
replay-replay-replay	replay	2245 / 16384		1524 / 16384
blank				4763 / 16384

determination














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Fig. 26 A

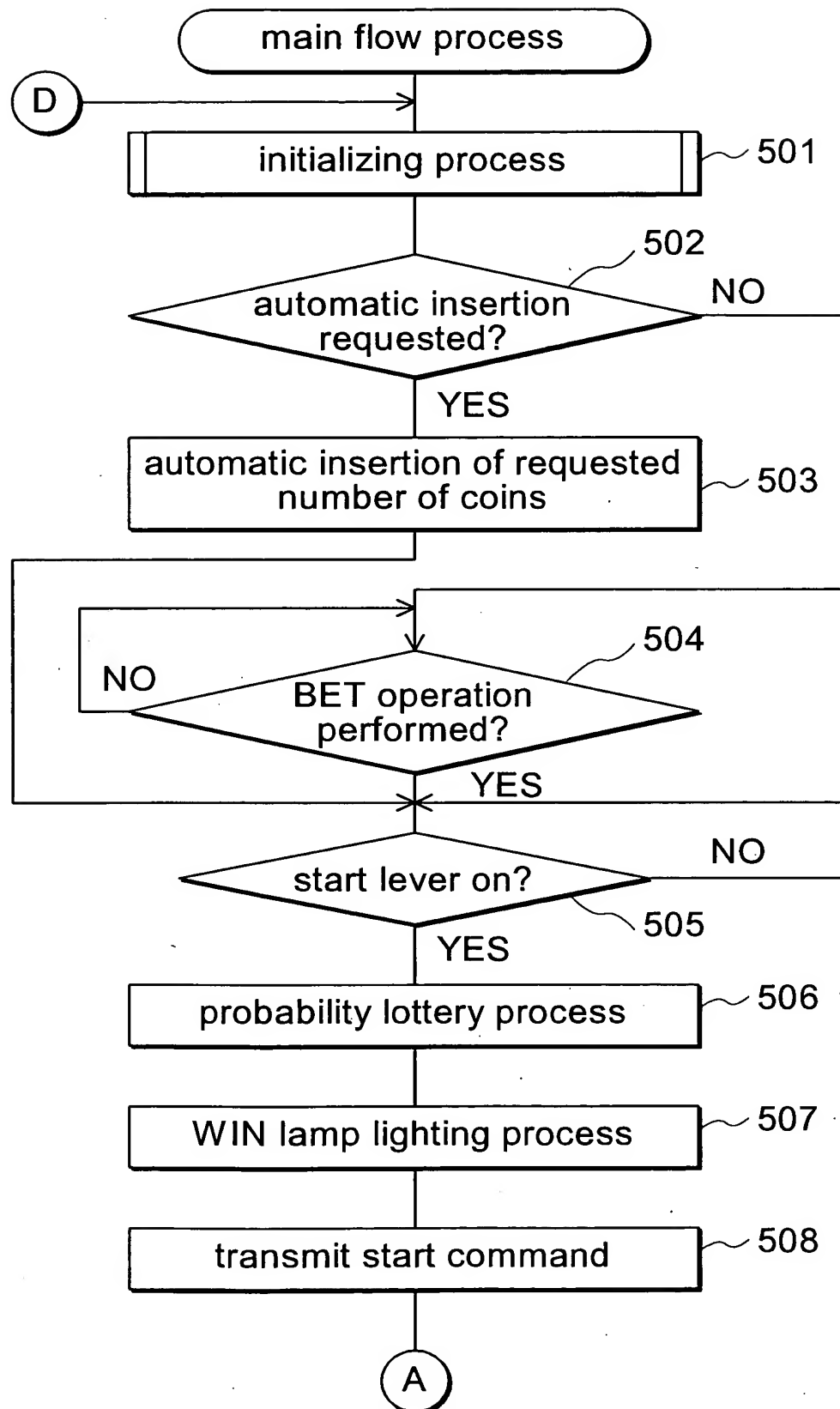
<b>7</b>	<b>7</b>	<b>7</b>	15 + BIG BONUS
BAR	BAR	BAR	15 + BIG BONUS
			15 + REG BONUS
			3 coins (15 coins during BB)
			6 coins (7 coins during BB)
	—	—	1 coin
			replay (1 coin during BB + REG BONUS)

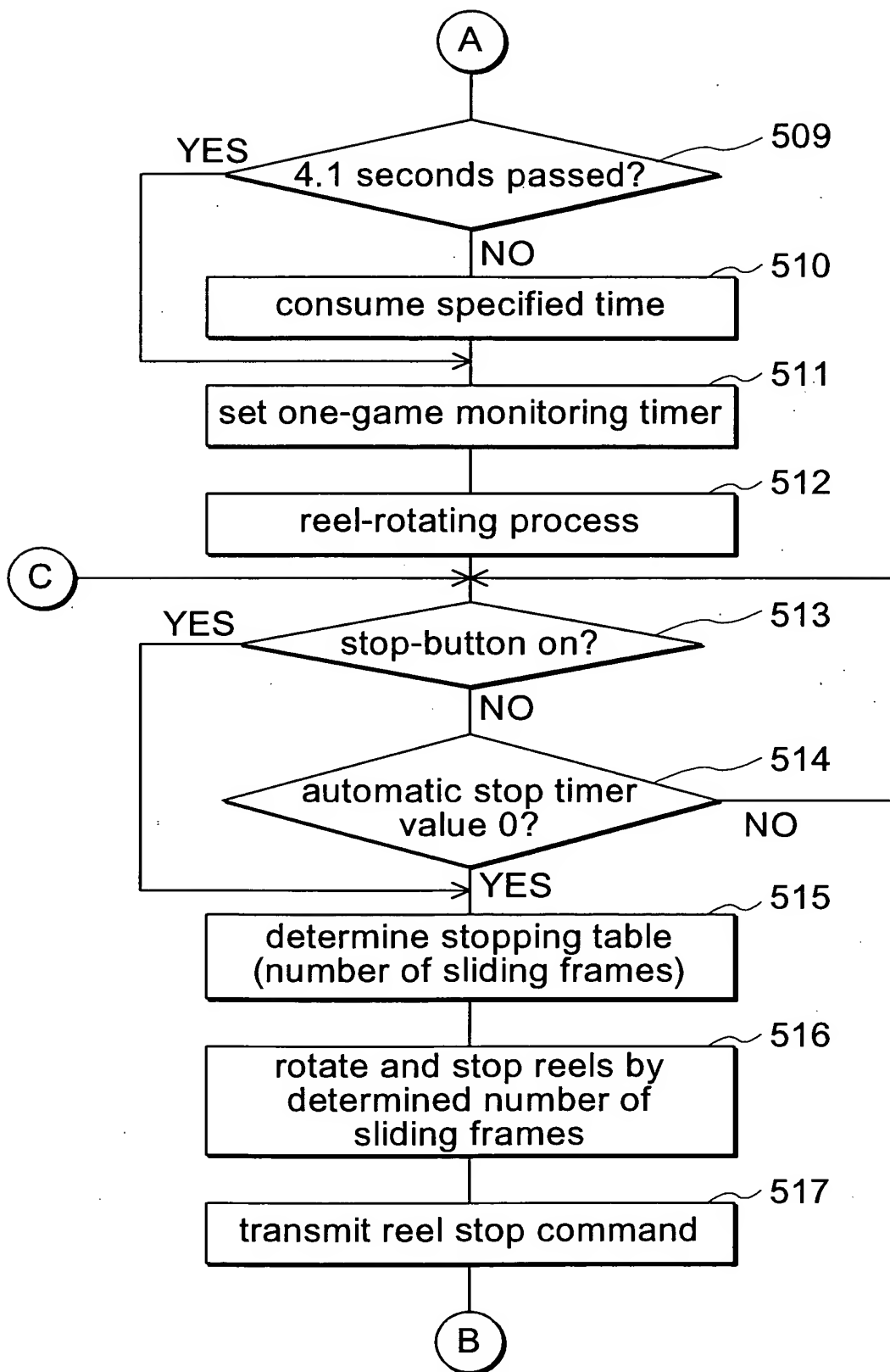
7  
S

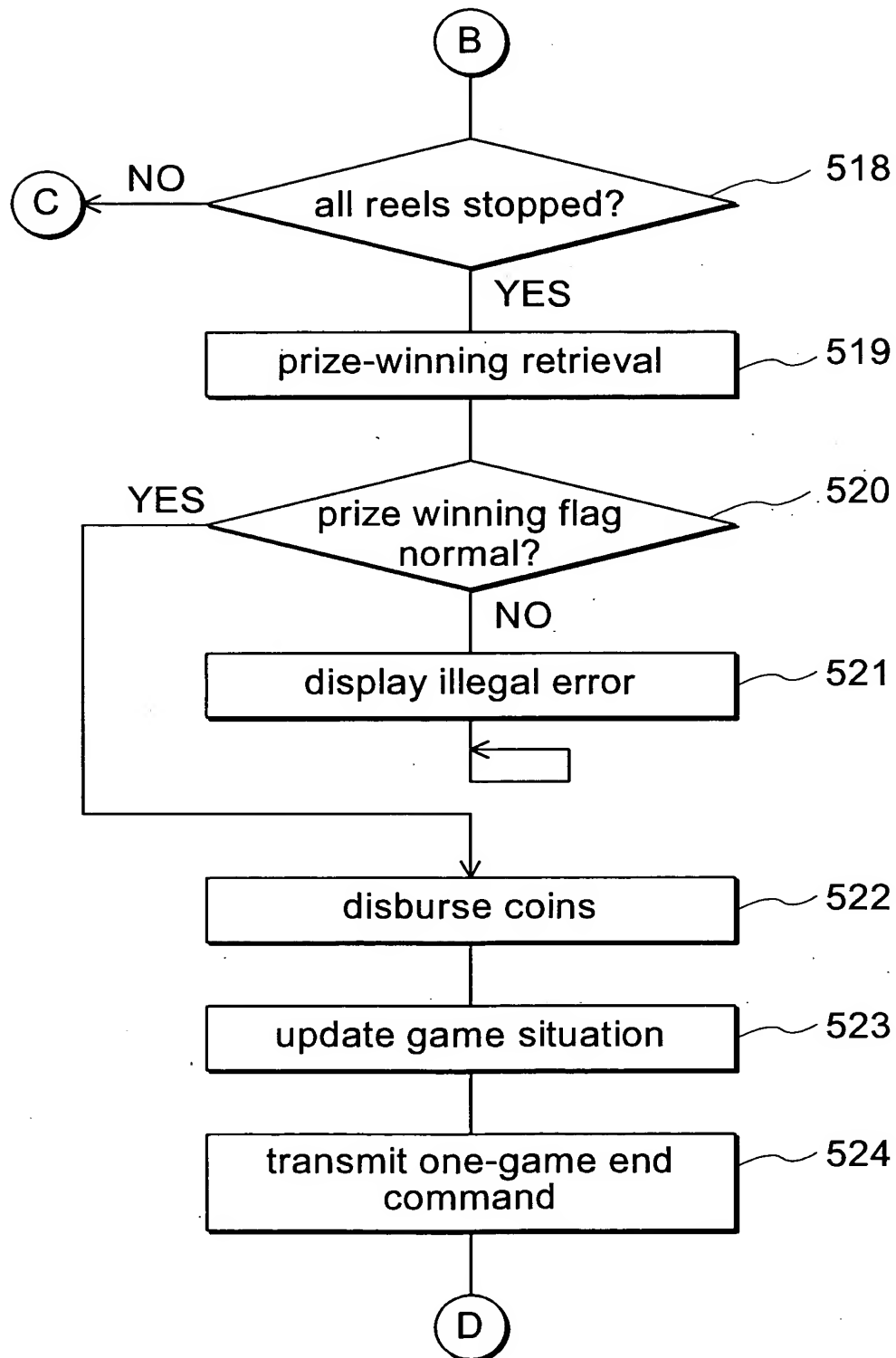
Fig. 26 B

<b>7</b>	<b>7</b>	<b>7</b>	15 + BIG BONUS
BAR	BAR	BAR	15 + BIG BONUS
			15 + REG BONUS
			15 coins (15 coins during BB)
			6 coins (7 coins during BB)
	—	—	2 coins (1 coin during BB)
			replay (1 coin during BB + REG BONUS)

7  
S

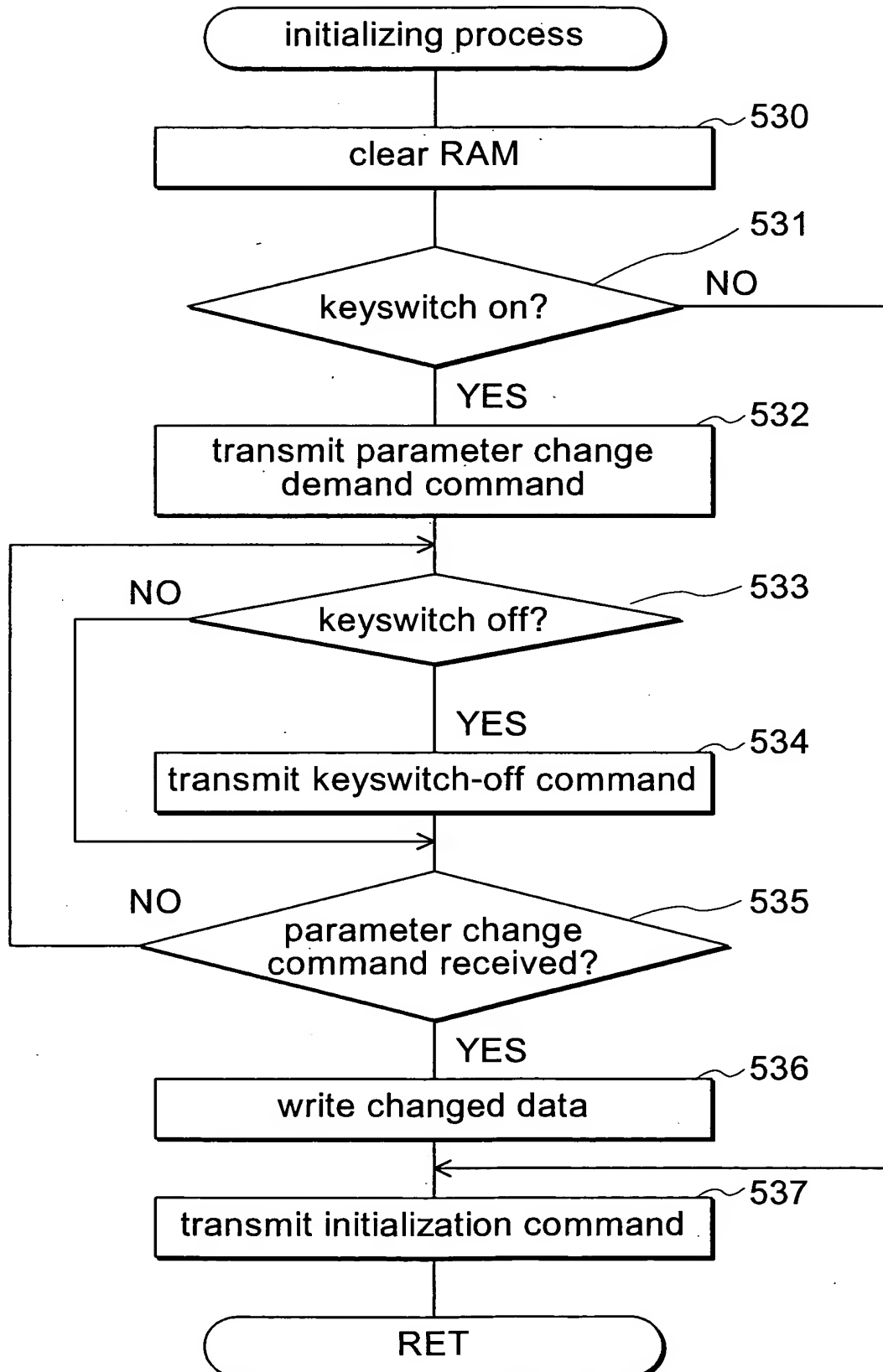
27 / 44  
Fig. 27

28 / 44  
Fig. 28

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Fig. 29

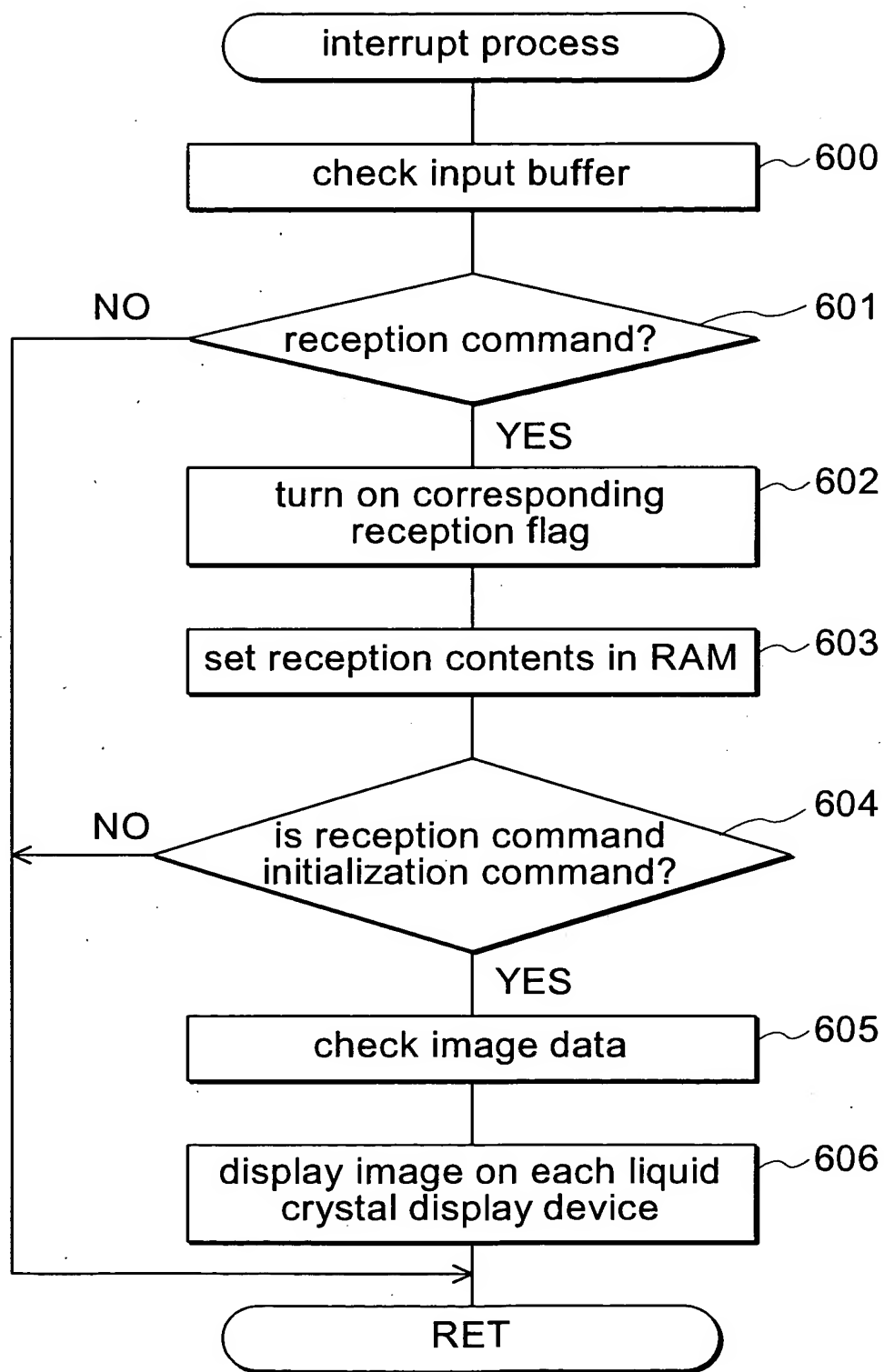
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Fig. 30



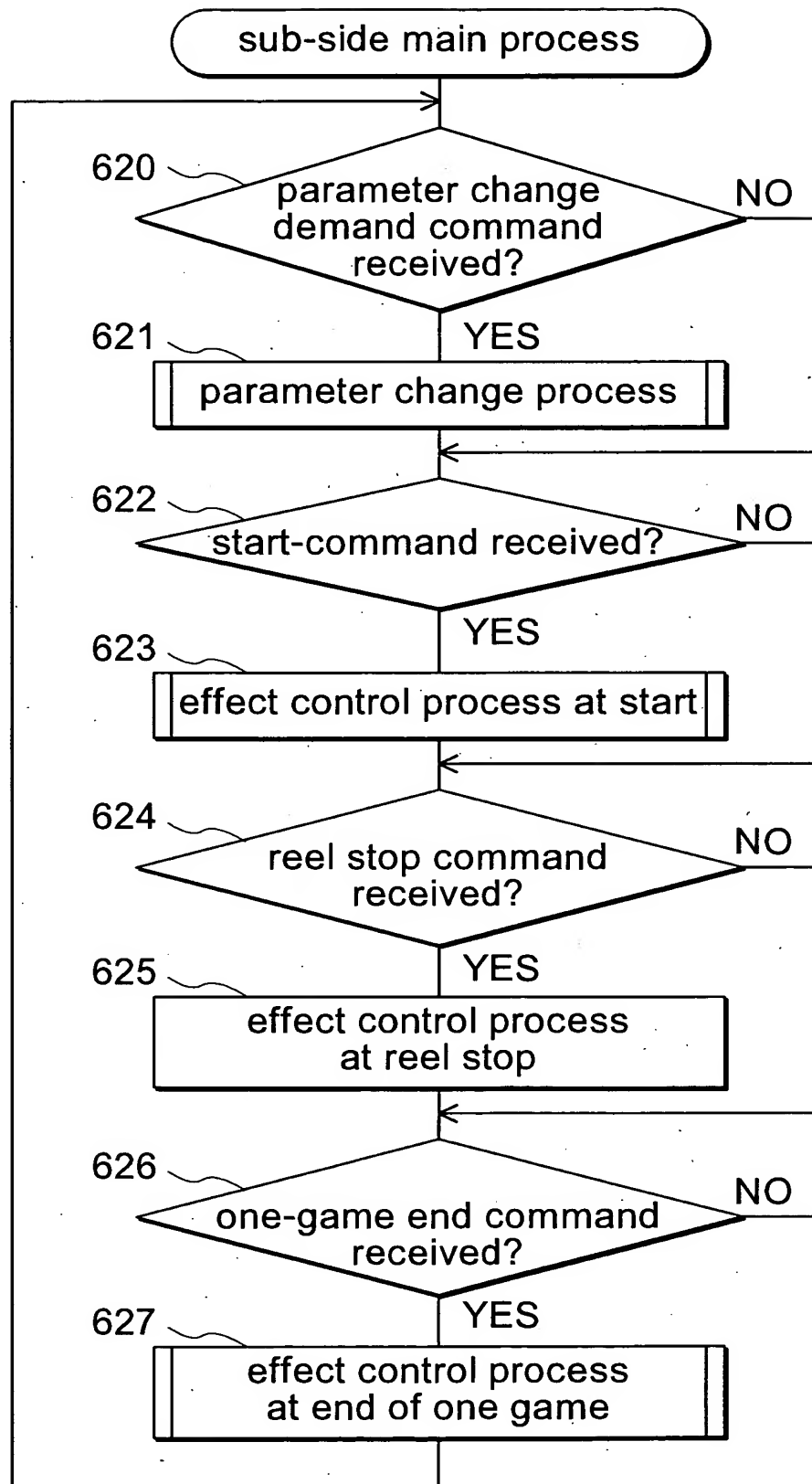
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Fig. 31

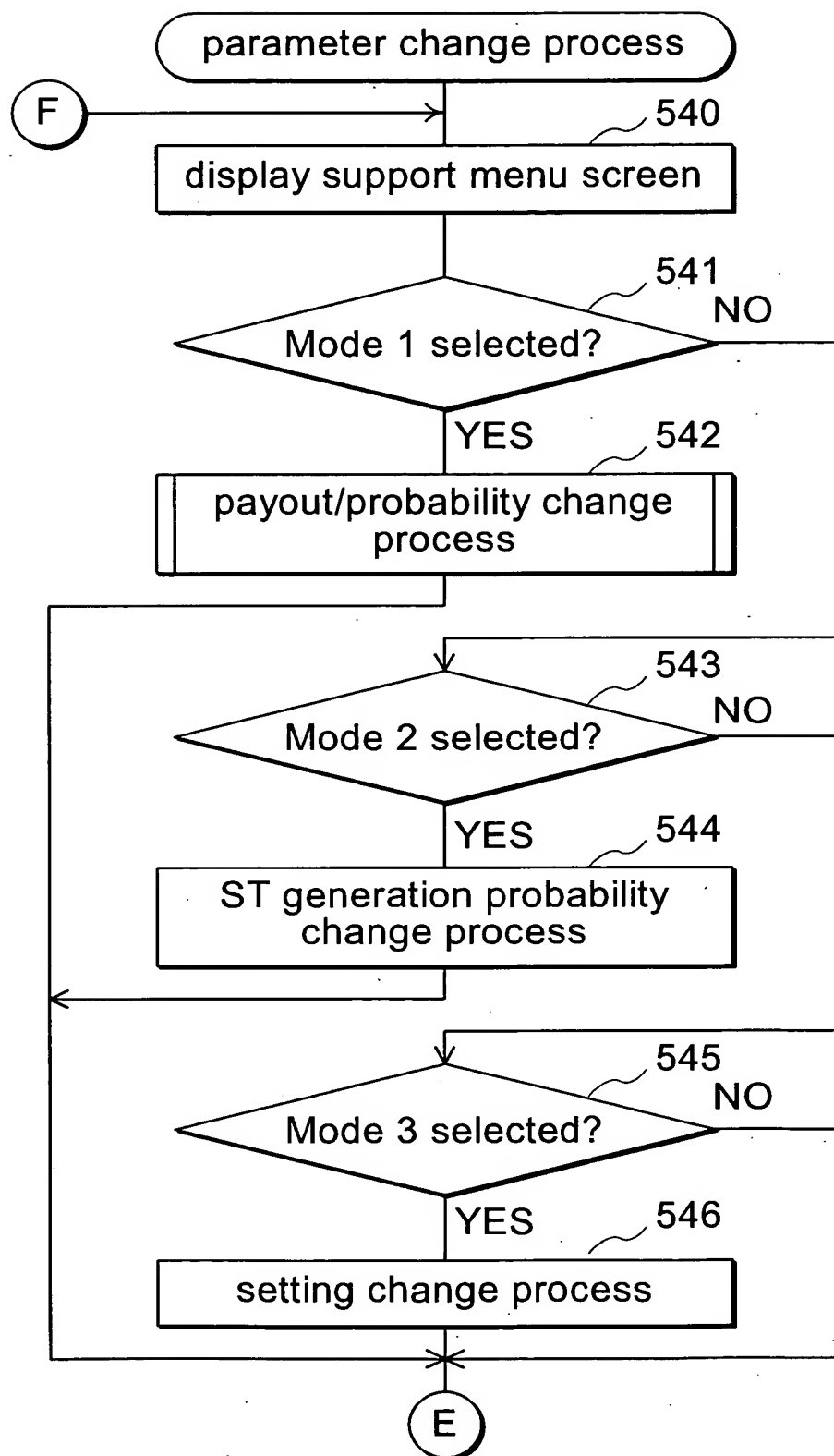


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Fig. 32

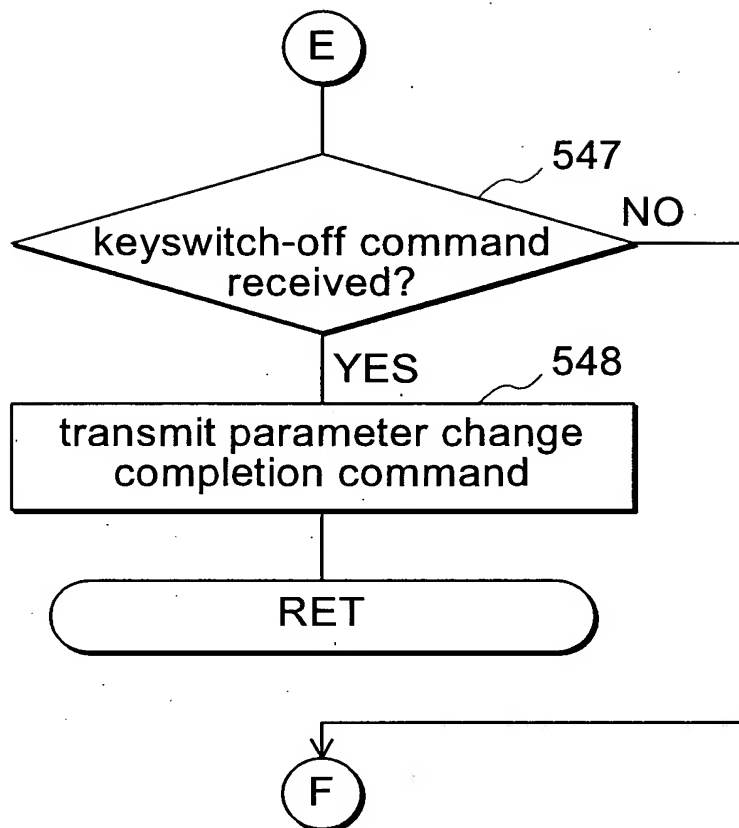




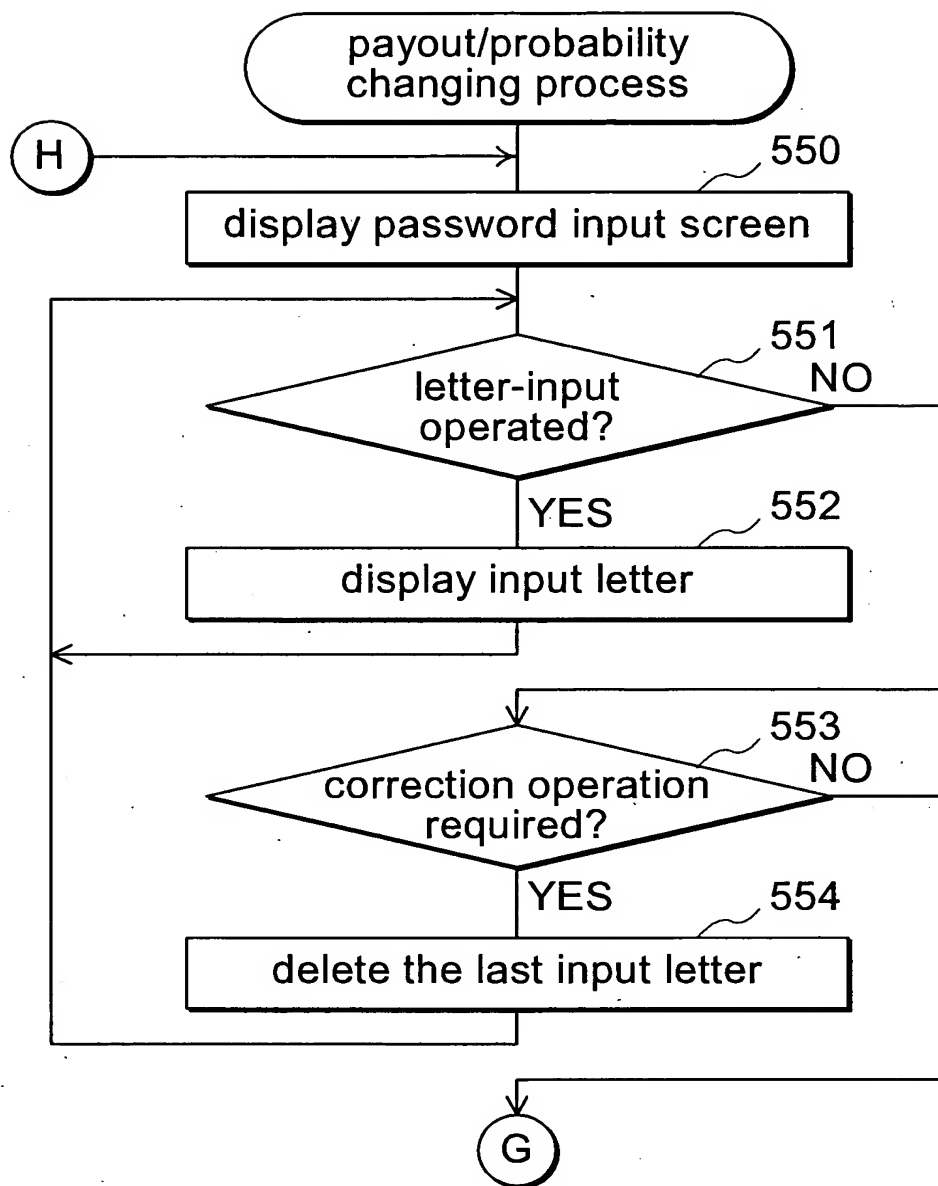
33 / 44  
Fig. 33

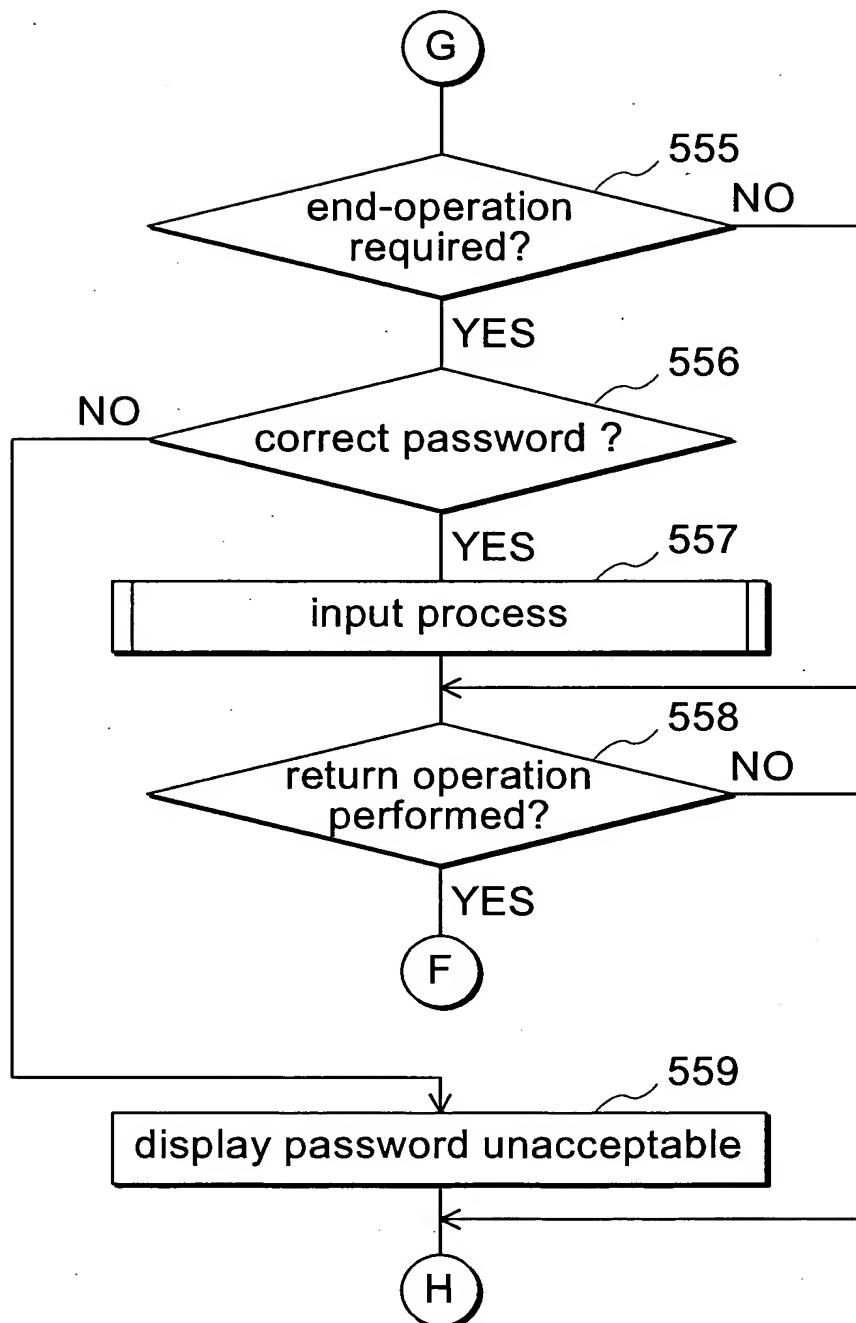
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Fig. 34

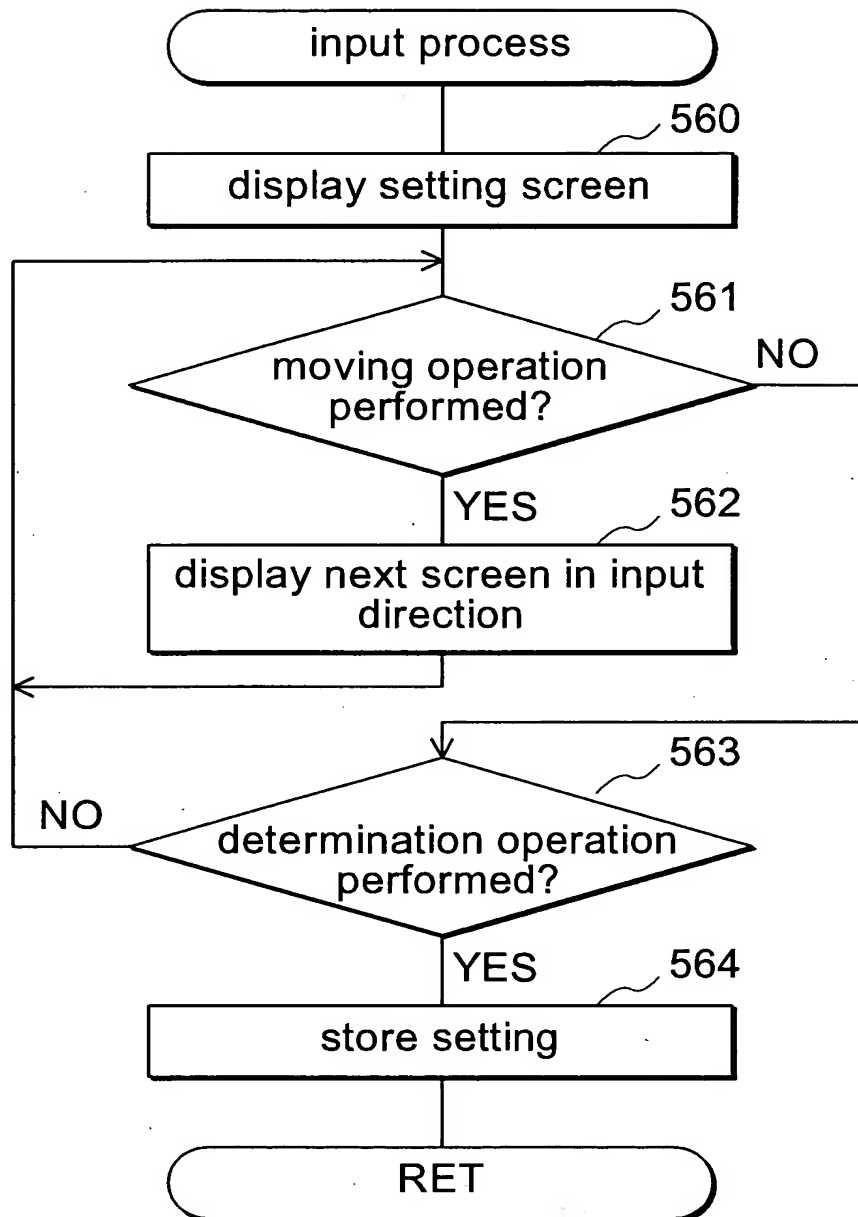


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Fig. 35



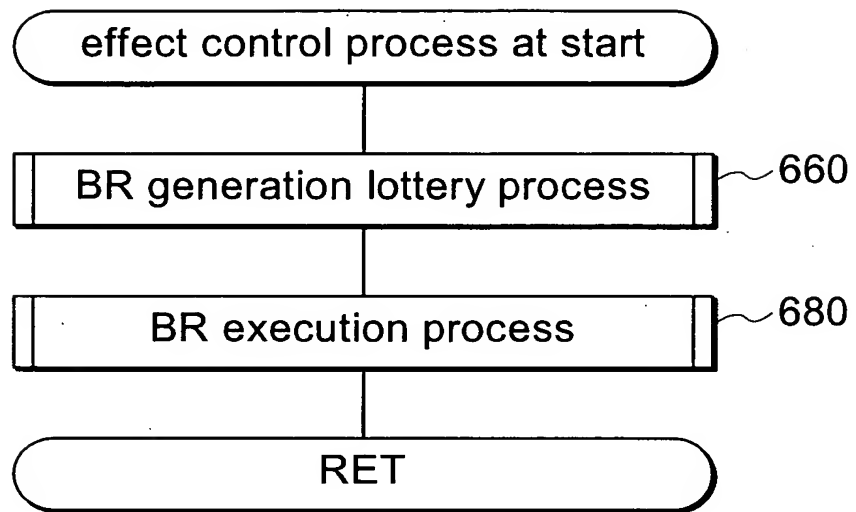
36 / 44  
Fig. 36

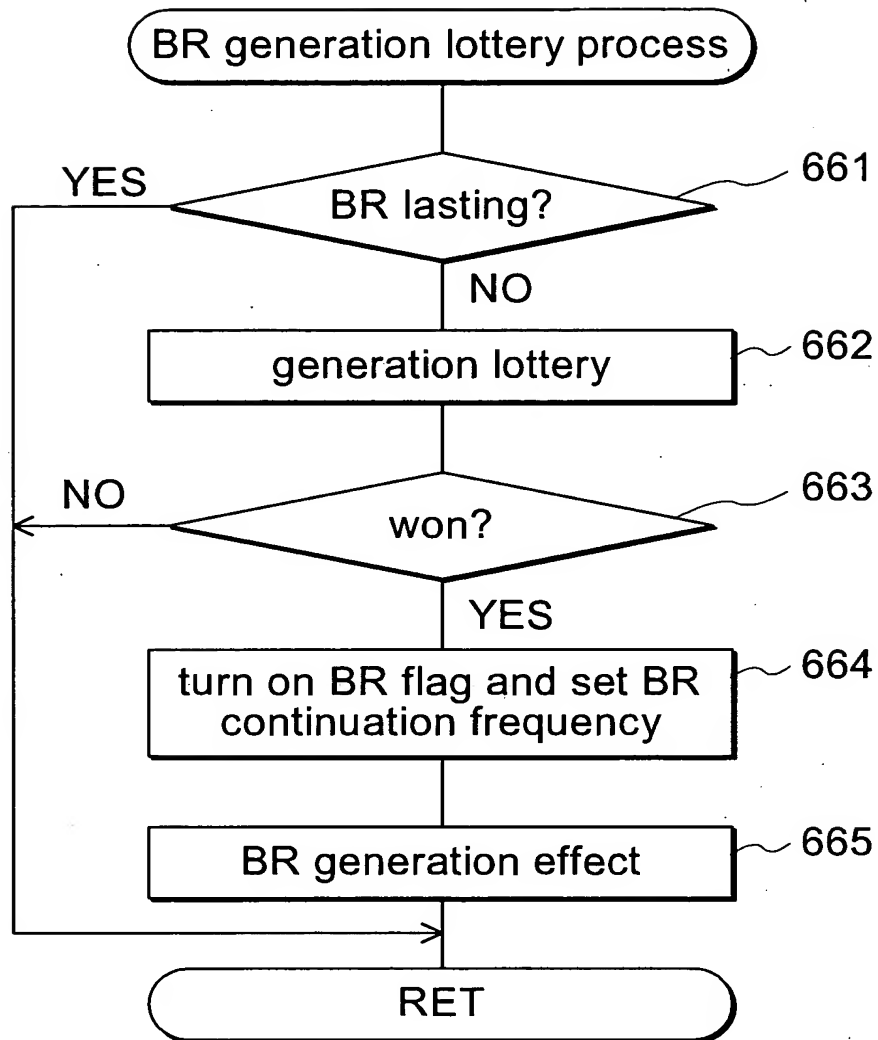
37 / 44  
Fig. 37



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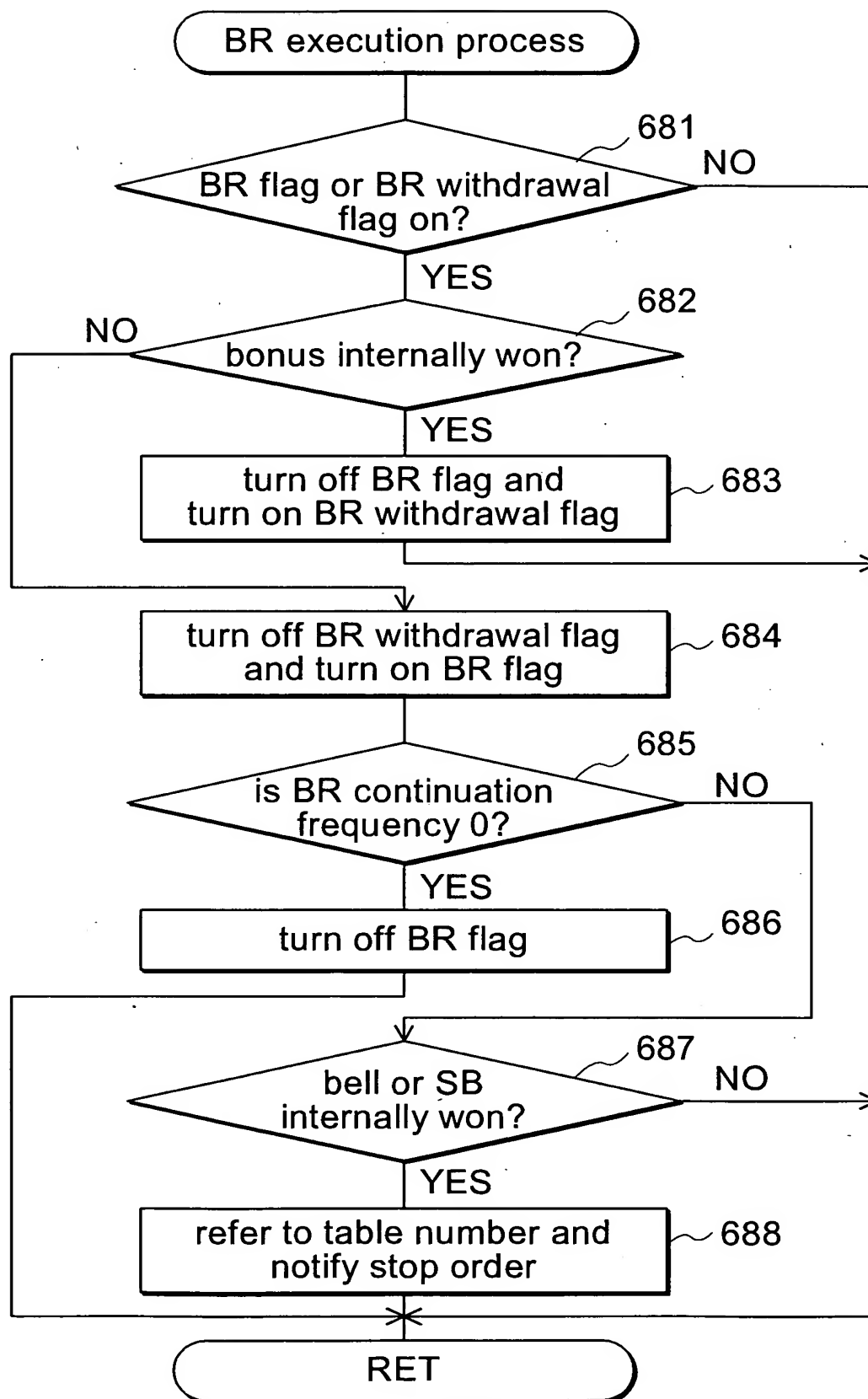
Fig. 38



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Fig. 39

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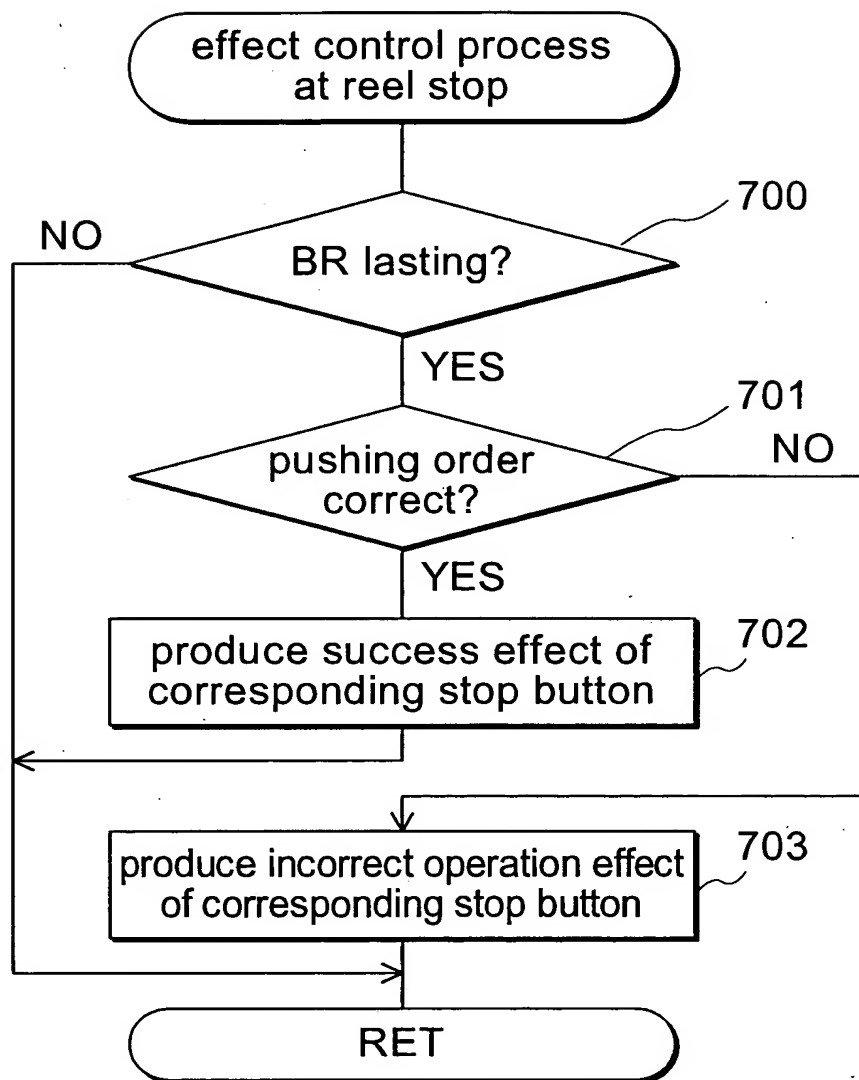
Fig. 40





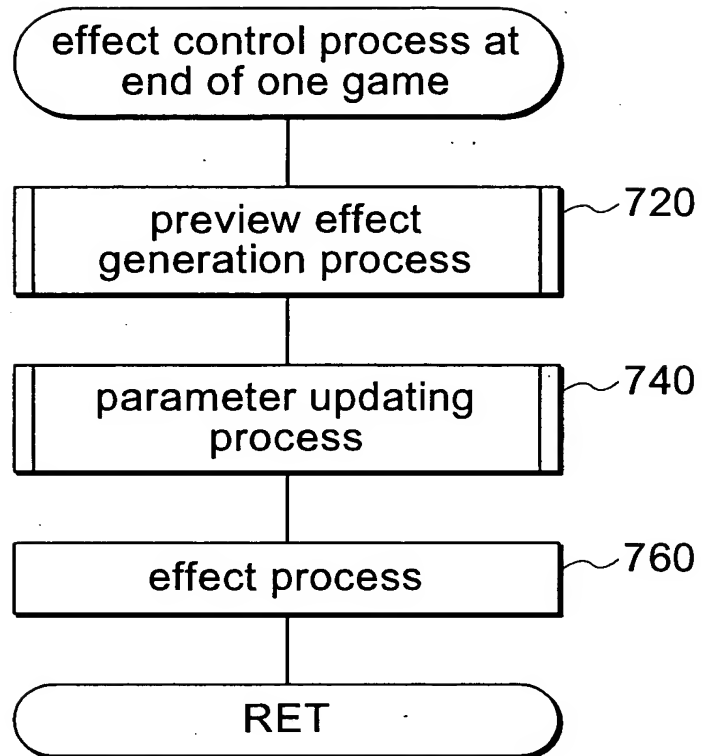
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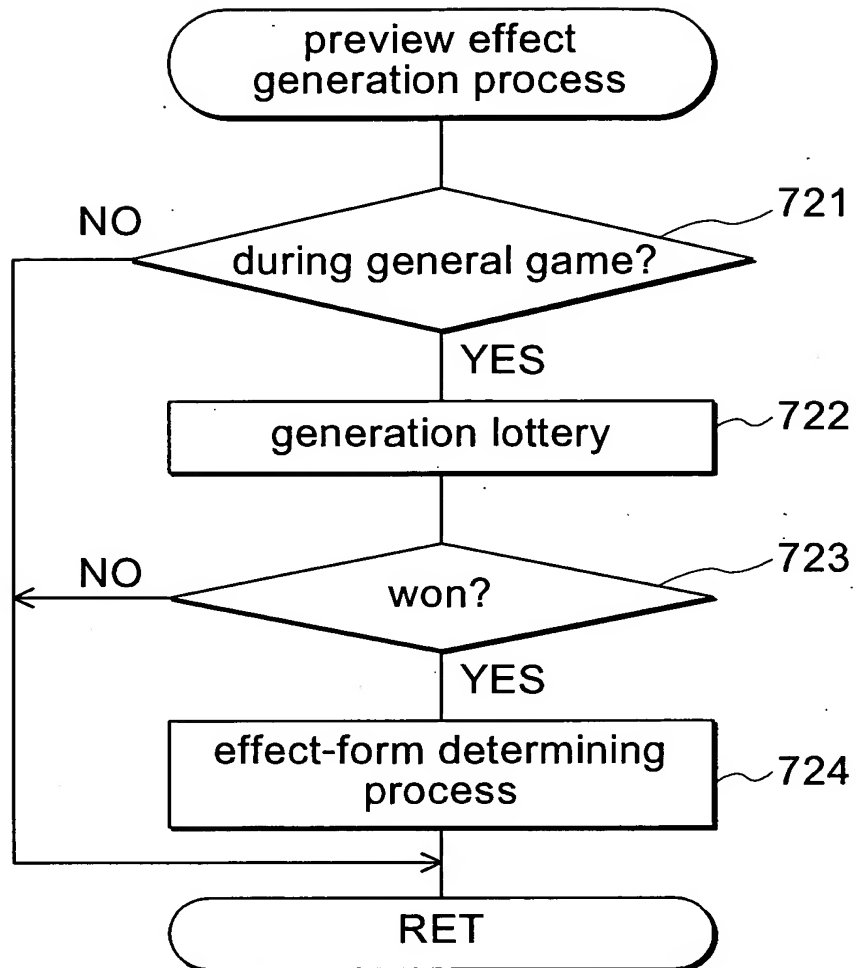
Fig.41



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Fig. 42



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Fig. 43

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Fig. 44

